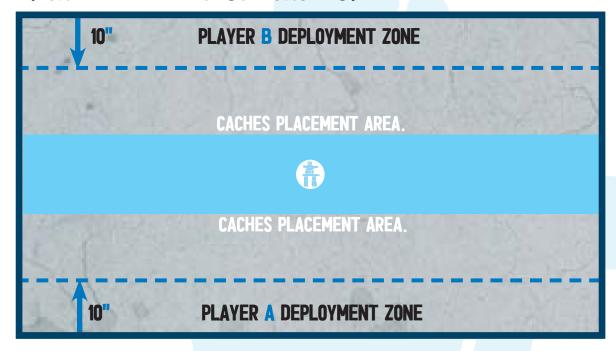# MYTHIC EARTH.

This is an official addition to the existing **Balance of the Way** (primary) scenarios, and can be used in casual games as well as tournaments and events.

7. GATHER THE INUKSUK CACHES.

Set up: Place one Inuksuk cache in the center of the board. Starting with the first player, each player takes turns placing an additional Inuksuk cache until each player has placed 2. Each player may only place 2 terrain pieces. Each cache must be placed in a 12 inch strip through the center of the board and at least 8 inches away from another Inuksuk.

Deployment: In an area that is 10 inches deep, from each player's table edge.

Icy Terrain: All non-flying Humanoid Units have their Move Data Point reduced by 1 for the duration of the Game.

White Out: All Shoot attacks greater than 10 inches suffer a -1 reduction of the Shooting Unit's base Shoot Data Point for the duration of the Game. (Note that this means Thrown Weapons are not affected by the White Out condition as their range is 0"- 10").

Victory Points: Any Humanoid Unit in contact with an Inuksuk must perform a Capture/Claim Unit Action to control an Inuksuk. Mark the controlling Unit with a token to signify they are carrying an Inuksuk (cache).

1 VP: Unit carrying a cache exits the board through the opposing player's Deployment Zone. The Unit scores 1 VP and is removed from the game.

1 VP: Any Unit in play and possessing a cache at the end of the game scores 1 VP.

If a Unit possessing a cache is destroyed then the cache is dropped, the cache token is placed adjacent to the Unit before the Unit is removed. Another Unit may pick up the cache and claim the token as per the rules above.

Description & Tactical Considerations:

The Inuksuk served as way markers and supply caches for the Inuit culture. In this scenario, the factions are fighting to gather the supplies located in these far-flung Inuksuk. The icy conditions slow down many ground Units, but Beasts, Multitudes and Behemoths can navigate the ice without trouble. The wind and blowing snow reduce the effectiveness of ranged combat Units leaving an opening for melee units to rush in and defeat them in hand-to-hand combat more easily. There are two ways to score VP; as normal, a Unit can claim an objective (Cache) and be in possession of it at the end of the Game. Alternatively, a Unit can gather a cache and score a VP instantly by moving off the board through the opponent's deployment zone. While you may score a VP, this will also remove the Unit from play, leaving you with fewer Unit Activation options and one less Unit Activation Die to add to the Unit Activation Dice Pool.