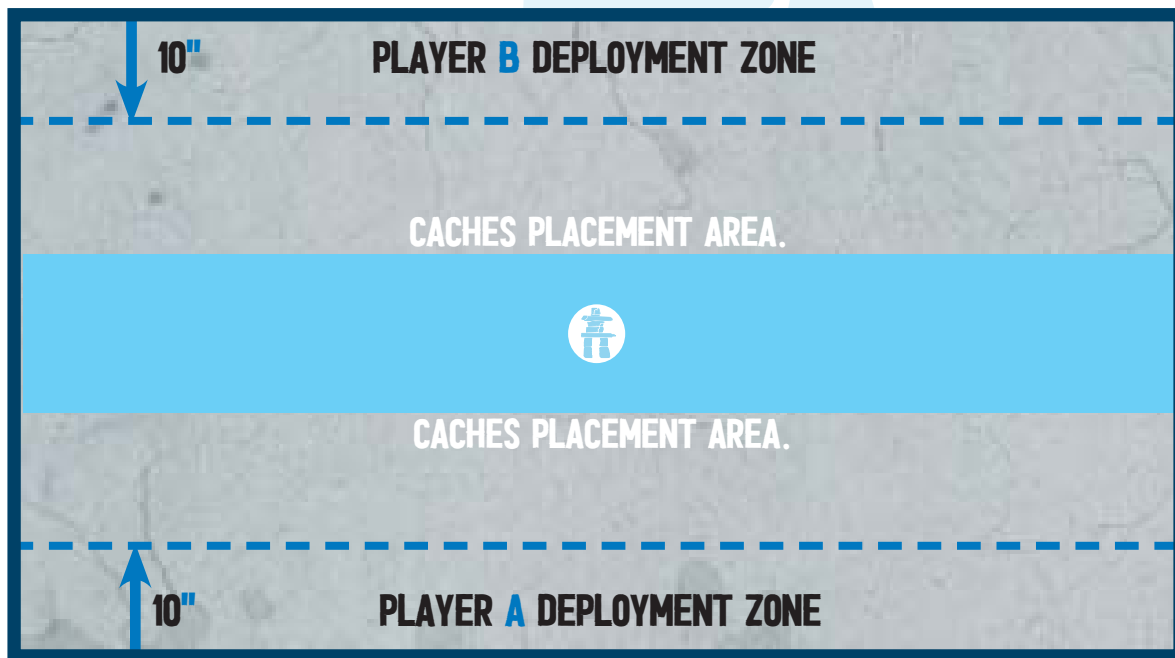




MYTHIC AMERICAS: WARLORDS OF EREHWON.

Note. Please follow all of the steps listed in the "Playing the Game" section of the Mythic Americas; Warlords of Erewhon rulebook (page 90). 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 V1.0



Set up: This scenario takes place in **Sparse Terrain**, each player may only place 2 terrain pieces. 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 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: 10 inches from players table edge.

Icy Terrain: All non-flying Units have their MV reduced by 1. Units with the Spectral Undead Ability are unaffected.

White Out: All range attacks greater than 10 inches suffer -1 Acc.

Victory Points: Any Warrior Unit in contact with an Inuksuk may take a Down Order to gather the cache. Mark this Unit with a token to signify they are carrying a 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 token is placed adjacent to the Unit before they are removed. Another Unit may pick up the cache and claim the token by moving over it with an advance order.

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, swarms and monstrosities 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 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 starting area. While you may score a VP, this will remove the unit from play leaving you with fewer activations. Also, when trying to stop opposing units from scoring you need to consider that a unit that breaks may be close enough to flee off the opposite side of the table and score a VP!