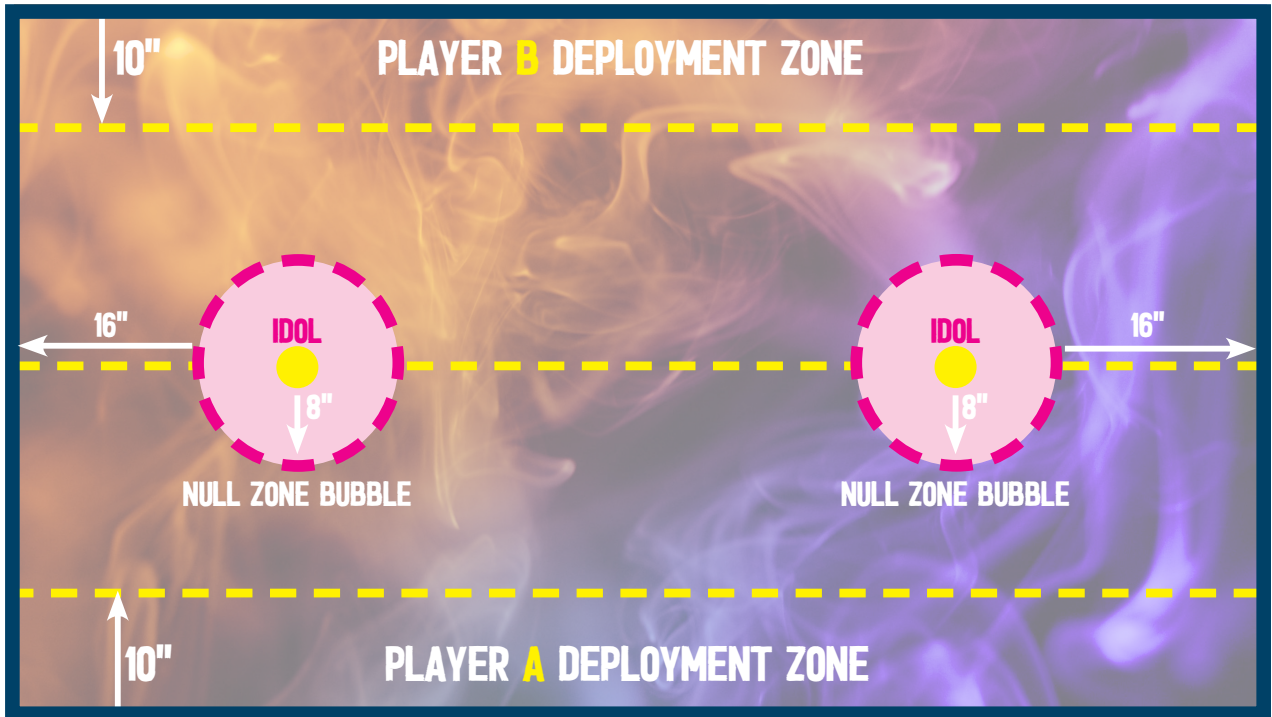




MYTHIC EARTH.

Description: In this scenario, two powerful magical Idols need to be protected and controlled by two competing Forces. The idols are precious but also have a powerful side effect—they create magic-negating Null Zones. These are areas where no magic spell can be cast, or dispelled or can cause any type of damage or negative or positive affect. In short, Magic has no effect in the Null Zone. Players can score Victory Points by staying in the Null Zone with their Force's General or one of its Magic Users. Inside the Null Zone Units are protected from spells, but Magic users can't cast spells while in the Null Zone.

8. PROTECTION OF THE IDOLS.



Set up: Place 2 Idol objective tokens in the designated spots on center line of the board and each 16" from the closest table edge as per the diagram above.

Deployment: Wholly within 10" from player edge.

Special Rules:

Null Zone: The Idol forms an 8" magic bubble (the Null Zone) around it, that affects every Unit wholly within it. When a Magic User enters the Null Zone bubble, it must immediately make a Brave Test at a negative one (-1) to its base Brave Data Point. Unit Brave Status Markers are ignored for this Test. No spell can be Cast or Dispelled by a Unit wholly inside the Null Zone bubble and if a Unit enters the bubble with an active Magical Spell affect cast on it, it loses it and its affects immediately and the Unit is also assigned one Unit Brave Status Marker. No spell can be cast targeting a Unit wholly inside the bubble. Units wholly inside the bubble have a 2+ SV bonus which is added to the Unit's base Save Data Point, but this bonus is only against Hits suffered from Shoot attacks with designated ranges (0"- x").

Victory Points: At the end of Game Turn two and at the end of every Game Turn thereafter, if a player has any non-Fleeing Magic User, General, or Heroic Figure Unit wholly within a Null Zone bubble, score 1VP. Only 1 VP may be scored per Force per Game Turn in this way.

At the end of the Game, score 1 VP for every Idol you control. To control the idol, you must have more Units than your opponent wholly within 8" of that idol (inside the Null Zone bubble) at the end of the Game.