Mythic Americas Errata & FAQs

Official Errata 1.5 03/12/2022

The following errata modifies and updates the printed version of the *Mythic Americas Warlords of Erehwon* Rulebook AND the existing (as of this errata's date) digital version of the *Mythic Americas Warlords of Erehwon* Rulebook.

Please note that some of these changes in this errata have already been made on the digital version of the rulebook. The errata are updated regularly as we are always looking to tighten and hone the core rules, as things come up during the many normal and tournament games played by the Mythic Americas community and design team. ***This is The Way.***

The Way. The Game Rules.
The Basics.

One Model is One Warrior. (page 13)
Remove the last sentence of the paragraph. So that the paragraph now ends with "…are given for models of this size.""

Warbands. (page 13)
Remove the last sentence of the first paragraph. So that the paragraph now ends with "…**-Ruling Children of *The Way*.**"

Measuring. (page 15)
Remove the last sentence of the second paragraph. So that the paragraph now reads "Measurements between Models are made between their closest base edges."

Pin Markers. (page 15)
Replace the paragraph with "Units take Pins when they suffer Hits from Shooting or Wounds from Hand-to-Hand Fighting. A Unit may also suffer Pins in other ways. Here are a few examples; magic attacks, Special Rule attacks, game or scenario effects, etc."

Types of Units.
Monstrosities. (page 19)
Replace the entire paragraph with "Monstrosities are Units consisting of one great creature such as a Camazotz, Ayar, or a ferocious Wendigo. In some cases, a Monstrosity may include a rider or a crew."

Model Bases. (page 20)
Replace the second paragraph with, "Models in Mythic Americas are of a 28mm scale. Base sizes range from 20mm (like for a single Maya Alux), to 140mm (the standard size base for Monstrosities)."

Delete the word "rectangular" from the third paragraph.

Replace the fourth paragraph with "Monsters are based on 40mm to 60mm bases."

Replace the last paragraph with "Monstrosities maybe based on Oval bases, or more typically on 140mm round bases."

Order Dice.

Advance. (page 23)
Replace the paragraph with "The Unit can both Move and make Ranged Attacks but must complete any Movement before making Ranged Attacks. Note that, some Special Rules require that a Unit be given a Fire Order to Shoot, in which case the Unit may not Shoot when given an Advance Order."

Movement.

Retained Run Orders. (page 27)
Remove the first paragraph.

Exceptions To The Obstacle Rule. (page 27)
Replace the entire section (paragraph and header.)

Shooting.

Ranged Attacks. (page 30)
Remove the entire last paragraph.

Can I see? (page 31)
Replace the second paragraph with "LOS is drawn from the shooter's base to the base of the target model. See diagram below."
Replace the Diagram with this new diagram:

Monster Breath Attacks. (page 32)
Replace "Monster Breath" with new header "**Monster and Monstrosity Breath Attacks**."
Replace first paragraph with, "When making ranged attacks with a Breath Weapon Monster or Monstrosity, or with some Special Rules such as Baleful Glare, draw LOS from the model's base to the target model's base.

Monstrosity Crew (page 32)
Remove the entire paragraph along with the header.

Measure Range. (page 32)
Remove the last three paragraphs in their entirety.

Roll To Resist (resist Test). (page 34)
In the "**Fail**" paragraph, Delete the second sentence. The new paragraph now read, "In Most cases the model falls casualty and is removed as 'Dead'. Some models also have the Wound Special Rule that gives them multiple 'lives', in which case they don't immediately fall casualty, but become Wounded instead."

Casualties. (page 35)
Remove the last paragraph in its entirety.

Cover. (page 35)
Replace the last sentence of the second paragraph. It will now read, **"A model is within cover if its base lies at least partially within terrain that offers a cover bonus."**

Pins. (page 36)
Remove the second paragraph in its entirety.

Shooting Overhead. (page 36)
Add the following sentence at the bottom of this section, **"Overhead shots require that a Unit or Model is given a Fire Order to Shoot. Overhead shots cannot be used in Exchange of Missiles."**

Off Target. (page 36)
Replace the second paragraph with, "Once the template has been repositioned, Units are Hit if any part of the template lies over any of its model's bases.

Split Fire. (page 37)
Remove the entire section along with its header.

Close Combat.

Ranged Attacks. (page 39)
Remove "Flying creatures with rocks can drop them on non-flying enemies during exchange of missiles but cannot drop rocks on other flying foes."

Roll To Hit (Strength Test). (page 40)
Remove the last sentence of the first paragraph so it now reads, "Attacks from hand-to-hand fighting are resolved by testing against a combatant's Strength (Str) Value."

Add Pins. (page 41)
Remove the last paragraph in its entirety.

Monstrosities. (page 42)
Remove the entire section along with its header.

Break Tests.

Directed by Damage Chart. (page 44)
Remove the entire section along with its header.

Taking a Break Test (page 44)

Add "Note: When a Break Test is taken, do not remove a pin marker. No pin marker is removed even if the Break Test was passed."

Weapons and Armor.

Ranged Weapon Chart. (page 52)
Replace the word "Spear" with "Javelin."
Replace "Rock – thrown by a monster or dropped by a flyer" with "Rock – thrown by a monster"

Monstrosities.

Ranged Weapon Chart. (page 55-59)
++This section has received a sturdy set of changes. For a full overview please refer to the the PDF **"OFFICIAL RULES UPDATE. 3/6/2022"** Which can be found here

https://www.mythicamericas.com/downloads

Special Rules.

Allied Monster and Monstrosity. (page 60)
Remove the entire section along with its header.

Baleful Glare. (page 60)
Remove the first paragraph.

Beastly Breath. (page 60)
Remove the first sentence so that the paragraph now begins with, "If a Monster breathes its Beastly Breath Attack roll a D6."

Berserk. (page 60)
Remove the first paragraph, so that the section now begins with, "berserk troops making…"

Bound Monster and Monstrosity. (page 61)
Remove the entire section along with its header.

Challenge. (page 61)
Remove the first AND last paragraphs of the Challenge Section.

Divine Intervention. (page 63)
Remove the first paragraph.

Replace the third and fourth paragraphs with the following:
"This works as follows: The opposing player pulls an Order Dice and declares an Order on behalf of a Unit in the regular way. Before the Order is enacted or any Order Test is taken you have the opportunity to "steal" your opponent's Order Dice. If you are attempting "Divine Intervention" you must declare that you're doing so, before your opponent takes a Command Test. Take a standard Test against your Unit's Command (modified for Pins in the same way as for an Order Test). If you Fail the test your Unit suffers a Pin.

Flaming Breath. (page 64)
Replace "Some monsters can..." with "Some monsters and monstrosities can..."

Heroic Model. (page 66)
Add new Header and paragraph: "**Heroic Model**. Some models may be Heroic Models. This Special Rule does not give a model the "Hero" Special Rule above. A Heroic Model is a type of model classification only.

Large. (page 66)
Remove the first and second paragraphs.

Shape-shifter. (page 67)
Replace existing description with: "The unit type may change according to the unit description in the stat block. For example, a *B'alam Shape-shifters* Unit in human form has a unit type of Warrior Unit but while in jaguar form is a Beast unit.

Shieldwall. (page 67)
Add "A unit does not benefit from Shieldwall if there is only one model left in the unit."

Stampede. (page 69, 68 in digital version of rulebook)
Replace sentence starting with "If you take an order test..." with "If you take an order test for a monster or monstrosity with this rule and fail on a roll of a 10, then instead of going down (like other units that fail their order test) the creature stampedes instead."

Wild Monster. (page 71)
Remove the header and all of the following paragraphs.

Zombie Master. (page 72)
Replace "character model" with "Heroic Model."

Vicious. (page 71)
Replace with: "Any attack roll of '1' made in hand-to-hand fighting causes a pin, regardless if the wound was **saved or not."**

Summary of Special Rules. (Chart on page 75, 73 in digital rulebook)
Remove "Bound Monster and Monstrosity" row.

Summary of Special Rules. (Chart on page 78, 75 in digital rulebook)
Remove "Wild Monster and Monstrosity" row.

Magic.
Ranged Weapon Chart. (page 81, 77 in digital rulebook)
Replace the paragraph below the "Miscasts" header with: "On a roll of a Ten when attempting to cast a magic spell, a Magic User will experience a Miscast. When this happens the spell Fails to be cast and the caster receives 2 Pins."

Magic Sections, Miscast Tables Chart. (pages 82-83, 78-79 in digital rulebook)
Remove both charts.

Terrain.
Light Woodland or Orchard (page 85, 81 in digital rulebook)
Replace "Light Woodland or Orchard" with "Light Woodland or Orchard / Wooded Terrain"

Dense Woodland (page 85)
Replace "Dense Woodland" with "Dense Woodland / Wooded Terrain."

Thick Forest (page 85, 81 in digital rulebook)
Replace "Thick Forest" with "Thick Forest / Wooded Terrain."

Playing the Game,

Blessings of the Way Rules. (page 95, page 91 in digital rulebook)

1. There are six core **Everliving** and six core **Everchanging Blessings of the Way**. Additional Blessings of the Way are available and can be used to replace any core **Blessings of the Way** but only six unique **Blessings of the Way** can ever be used during a game.

5. You can use a **Blessings of the Way** at any time during your turn or your opponent's turn. If there is a conflict of timing between players, the player who's order die was most recently selected has priority."

Game Duration Without Victory Conditions. (page 96).
Delete this entire section.

Victory Conditions. (page 97, page 92 in digital rulebook).
Delete paragraph starting with "At the end of the game..." Change the following paragraph to state, "Add up the point values of all the units removed as casualties."

The Way Scenarios.

1. Build Altars For The Gods. (page 101, page 97 in digital rulebook).
Replace the first sentence of the second bullet with: "During any order phase, after an order dice has been drawn, any unit (non-beast/swarm) within 10" of a Warlord, Wizard, Heroic Model or Monstrosity units can declare a "build an altar" action."

2. The Rainy Season. (page 102, page 98 in digital rulebook). In the fifth bullet, add after the first sentence "Roll 1 D10 for each model in the raging river."

3. The Great Hunt. (page 103, page 99 in digital rulebook).
In the third bullet, second sentence, replace "(per WoE random die)" with "(Off Target rules on page 36)"

5. Liberators & Captives. (page 105, page 101 in digital rulebook).
At the end of the third bullet, add "The unit's controlling player chooses where to place the captive token, as long as it is placed in contact with the unit which held the now lost captive."

Placing and Removing Objectives. (page 107, page 103 in digital rulebook)
In the first paragraph, remove "through a successful order test" from the first sentence and remove "A Down order is not necessarily required for placing an objective token but will be specified in the text of the individual Devotions to the Way scenario."
In the second paragraph, remove "through a successful order test and, upon success,"
In the third paragraph, add "and taking a Down Order" to the end of the last sentence.

Devotions to the Way of Everchanging.
4: Heroism Personified: (page 110, page 106 in digital rulebook)
Replace "hero" with "Heroic Model"

7: Challenge: (page 110, page 107 in digital rulebook)
Replace "hero" with "Heroic Model"

8: Trophy Hunters: (page 110, page 107 in digital rulebook)
Replace "monstrous beast" with "monstrosity"
Replace "hero" with "heroic model"
Replace "captains" with "Leader model."

Warbands.

All Warband rosters have been updated. Please download free copies of the updated rosters at

https://www.mythicamericas.com/downloads

Quetzalcoatl. Everchanging Blessings of the Way game card.

Remove all text and replace with: "Ignore the first Miscast suffered by the caster. The Spell that the caster was attempting to cast fails."