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No matter their status. No matter their point of origin. All these individuals and their followers will find that their summoning to adventure leads only to death and despair. A lucky few will taste victory. However, such a victory will be bitter, leaving an indelible scar upon their souls.

Welcome to Incursion. The skirmish-level version of the Mythic Earth game!

BONES OF MICTLAN

Long ago, after the 5th Era, Sacred Mother Turtle was without people. So it was that Quetzalcoatl went down into Mictlan to collect the bones of the dead. The great God would use these bones from the Land of the Dead to bring people back to the world.

However, Mictlantecuhtli, Lord of the Land of the Dead set a difficult task for Quetzalcoatl. If he could not complete the task he could not leave with the bones. Quetzalcoatl took up the task but cheated and Mictlantecuhtli dug a pit with which to trap him.

Quetzalcoatl did fall into the pit dropping and scattering the bones. But he gathered them up as best he could and escaped back to the World. And thus, it was that people came back into the world.

But some bones that had been scattered remained where they had fallen and lay unsettled since being taken from their proper resting place. It is during times of disruption in the Balance that the bones are most restless. It is from their own pain and anguish at not being at rest that some bones gather and coalesce into a being made up of the quasi-living, the dead and the undead. All manner of things come together into a mass of pain, anguish, and hate known as the AYAR!

BONES OF MICTLAN: Scenario Rules:

This scenario is meant to be played vs the Behemoth AYAR. The AYAR's rules remain the same as those in the ME 1.1 Rulebook *With the following exceptions:*

- The Ayar may only use a single Move Action per die (The Ayar may Charge as normal).
- THE Ayar's dice pool will match the number of dice of the Attacker's dice pool with the largest Pool. E.g., If the Attacker with the highest pool is reduced to 7 dice, then the Ayar will start that turn with 7 dice.
- The Ayar and attacking warbands roll for their respective Dice Pools. Attacker(s) always go first.

Number of players:

- While Bones of Mictlan may be played using a single 10-man Force vs the AYAR it is optimized with 2 or more 10 warriors or 6 Monsters (+General) Forces attacking.

Force composition:

- One Hero model **MUST** be taken as your General and any other warriors/Monsters as desired. No points values are used, and you may choose war gear and upgrades to the max allowed as per the Mythic Earth 1.1 Rulebook.

Table size:

- **1-2 Forces:** 3' X 3'
- **3+ Forces:** 4' X 4' table
- If 3 or more Warbands are on the table the Ayar wounds increase to 6.



Deployment:

- Place terrain as desired at least 4" from any table edge and at least 6" away from any other terrain. Terrain may be no larger than 3" in diameter. Players may roll off with the highest roll placing first then alternating placement. No more than 6 pieces of terrain may be used.
- Pick one table edge to designate as #1. Moving clockwise the next table edge is designated #3-4, then #2, and finally #5-6.
- Place the Ayar at the center of the table. Then each Attacking player rolls for their Dice Pool and places models IN TEAMS OF TWO using the Dice Pool to designate in which table edge to deploy. Each mini is placed in the designated deployment zone at the table edge.
- Each Team will get 2 Activation dice assigned, eg; For a roll of 6,5 / 5,4 / 4,3 the chosen team will Deploy in Zone 6 and be assigned dice 6 & 5. The next team will be deployed in Zone 5 and be assigned Dice 5 & 4 with the final team deploying in Zone 4 and being assigned Dice 4 & 3 and so on.
- The Deployment Pool Dice will be used to place models in a deployment zone as follows; Each Team of 2 will use the first die of each pair to designate their Deployment zone; They do not need to match. The team will act as a Unit for all actions except for Ranged attacks.
- Each Action die assigned will allow 1 model to use a Ranged Action so, while both models will move as a Unit on an Action die only 1 may use a Ranged attack on that die. If the 2nd model in that team also has a Ranged attack they MUST use the 2nd Action Die for that Ranged Action.
- Once deployed the Ayar rolls for its Dice pool. Once deployment is done, roll a D6 for the Ayar and move the Ayar 5" directly away from the table's center into the deployment zone matching the D6 roll.

Ayar Rules:

- Strength Value scenario modification: The bones of Mictlan being in a state of restlessness is causing an instability in the Spirits holding the Ayar together. To illustrate this any weapon with a Strength Value of 1 causing a hit will inflict a Wound on the Ayar on a 10. All other Strength Values are calculated as per the standard rule from the Mythic Earth 1.1 RULEBOOK.



There are two ways to impact the Ayar:

The first is with conventional tactics such as ranged attacks/magic and Hand-to-hand fighting.

The second way is to appease the Spirits of the Underworld through sacrifice. Any Attacking Force may choose to attack Warriors from another Force. Each resultant death will cause a S3 hit to the Ayar as the spirits that hold it together return to rest. HOWEVER, every casualty inflicted this way will return as a Bound Dead humanoid.

These Bound Dead will always move toward the nearest model that is not the Ayar, and charge when able to do so. Once a Bound Dead is destroyed it will not return and does not inflict any further hits to the Ayar.

The Bound Dead follows the Data Points stats and rules for Aztec Bound Dead below as per the Mythic Earth 1.1 Rulebook.

TLALOCAN-BOUND DEAD UNIT DETAILS		UNIT OPTIONS					UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.	M	SH	FI	SV	RE	BR	TALENTS	
4X TLALOCAN-BOUND DEAD WITH CLUBS.	5	5	5	5	4	6	LIVING DEAD, DREADFUL.	

Victory conditions.

- The game is played for 6 turns. Victory is achieved when the Ayar is dead.
- There is no set number of surviving warriors to earn Victory. If even one survivor from your Force is left, then you have been victorious!

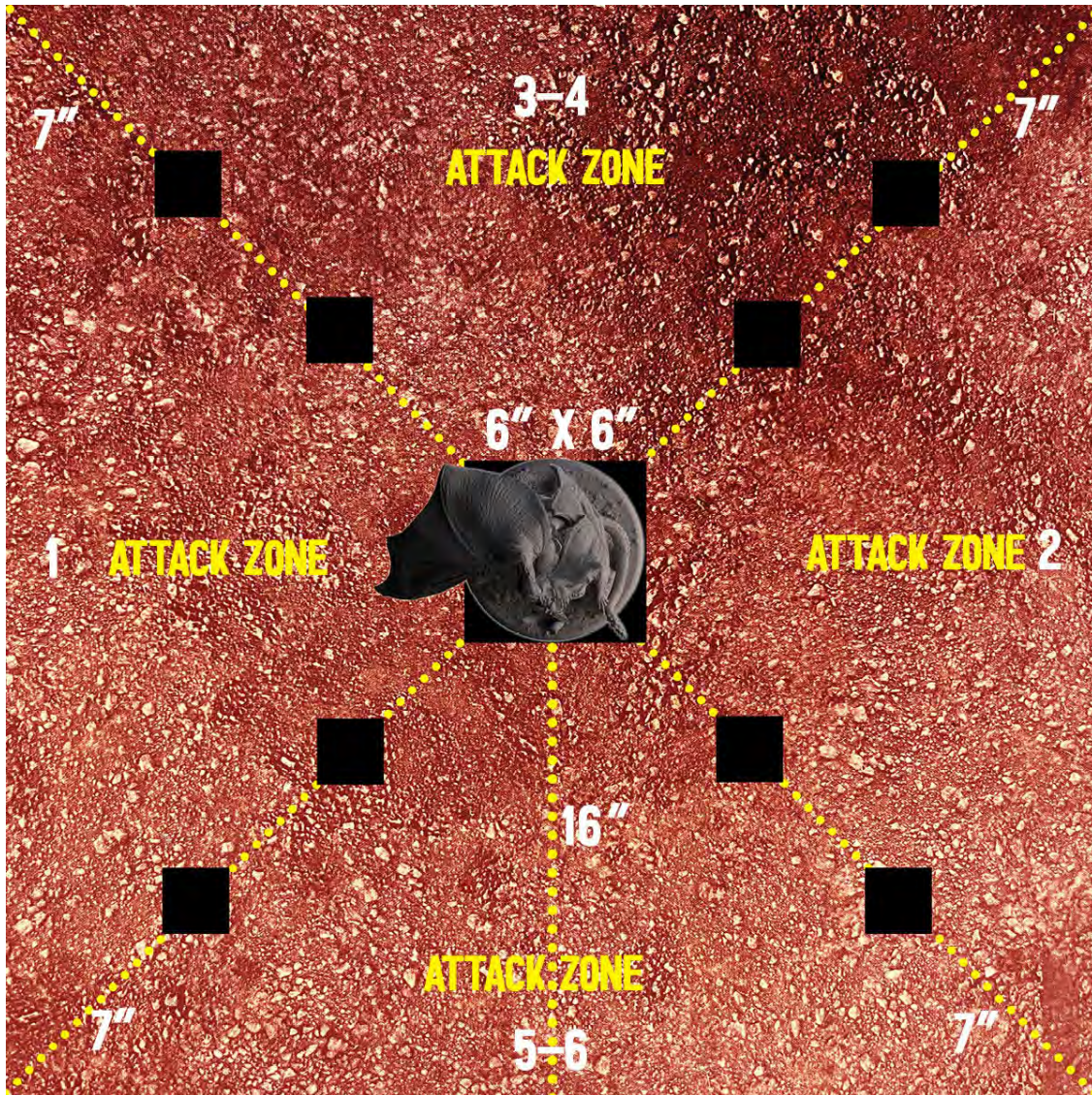




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MADNESS IN METNAL: Scenario Rules:

Mythic Earth Incursion uses the core Mythic Earth rules in the Resources section of the mythicamericas.com website. *With the following exceptions.*

- Minis in close combat with the Camazotz do not take a Brave Test for losing a Hand To Hand Fight and will not Flee once they charge into combat with the Camazotz. They will remain engaged until they die or the Attackers achieve a glorious victory.
- Each Mini counts as an individual hero; therefore, each mini will generate one Unit Activation Die.
- Models do not need to keep Unit coherency as per the core rules.
- Players can choose any Minis available to their Force if they adhere to the scenario's Unit specifications and the maximum number of Minis allowed.

- All Minis in a Force must be from the same Mythic Earth-published Force. You cannot mix Minis from different Forces, so a Tribal Nations Warband of Attackers cannot include Maya or Inuit.
- No points are used when building the Attacker Force.
- Attacking Forces roll for alignment as per normal game rules.
- The Camazotz will always have access to both alignments' Blessings and Magic Spells.
- **Dice Pools;** The Camazotz and each participating Force will roll for their Dice Pool as in the main Rulebook with the following exceptions;
 - In this Incursion scenario, each individual Mini is considered a Unit in its own right, so each Individual Mini in a Force will generate a minimum of one Unit Activation die.
 - The Camazotz's Unit Activation Dice Pool is based on the total Unit Activation Dice generated by the participating Force(s) minus 2 Unit Activation Dice from each Force. For example, if the Camazotz is fighting an Aztec Force with 10 Unit Activation Dice then its Unit Activation Die pool would be 8. If the 10 Aztecs in the example above fought alongside a 9-man Unit of Inuit, then the Camazotz would generate 15 Unit Activation Dice.
 - This Dice Pool ratio lasts for the duration of the battle. As the Attacking Forces lose Minis, they will also lose Unit Activation Dice (as per the core rules), and in turn the Camazots will also lose Unit Activation Dice (to a minimum of 2 Unit Activation Dice, so they will never have less than 2 Unit Activation Dice during a Game Turn).

Number of players:

- 1-4 players.
- One player will always control the Camazotz. Roll a D6 to see who plays the God of the Underworld (the Camazotz) before the start of each game.
- The other player(s) will control a Force.

Force composition:

- A maximum of one General and one Heroic Figure is allowed per Force.
- Force may be composed of a maximum of 10 humanoid minis (including the General), or 6 Monster-sized minis (plus the general).
- No mounted Generals or Flying Units may be taken in this scenario.
- Forces can be from various factions, so for example an Aztec Force may fight with and next to an Inca and a Western Federation Force, but no Force may contain Minis from any other faction.

Table size:

- **1-3 players:** 3' X 3'
- **3-4 players:** 4' X 4' table

Deployment:

- Place the Camazotz on a square area of 6" X 6" in the center of the board as per the scenario map.
- Set up 8 pieces of scenery as per the scenario map with 2 pieces along each diagonal line from each corner of the square central scenery piece. Place the Camazotz centered on the square center scenery. Scenery pieces can be of any shape as long as they are not more than 2" in diameter.

Attacker Deployment. Four entry points onto the board.

- Attacker Forces roll their Unit Activation Dice Pool as per normal Mythic Earth rules. Each Mini will roll 1D6 and enter the battlefield from that board edge as per the Scenario Map.
- Coming onto the board does not count as a Unit Action and the Mini can then activate using the Unit Activation Dice pool as normal for deployment and Game Turn one in the Core Rules. Leave the Unit Activation Dice pool dice rolled during deployment next to the mini as per the Core Rules (in the deployment phase of the game: see page 43 of the Core rulebook).

Victory conditions.

- The Camazotz is considered the Defender.
- The Force invading his domain are the Attackers.
- The game lasts 6 turns.
- The Attackers win if the Camazotz is brought down to below 50% of its starting number of wounds.
- If at the end of game turn 6, the heroes have not managed to bring the Camazotz to below 50% of its starting wounds, then all of the Attackers are considered to have died and the Camazotz wins.

Magic weapons and equipment:

- One Heroic Figure per force may buy one magic piece of equipment.
- The same magic weapon cannot be bought more than once per game by the Forces in the game. For example, only one *Huge Macahuatl of The Blackest Night* may be wielded by any Heroic Figure during the battle.

Magic weapons:

- *Huge Macahuatl of The Blackest Night*. 3 Fight Attacks (in addition to the hero's Attack Data Point.) Strength 5.
- *Fang of The Blind Serpent*. Bow. Range 20". Each unsaved wound counts as 2 wounds. 3 Shoot attacks.

Magic Equipment:

- *Armor of the Stone Giant*. Grants the wearer a Save of 9 and negates all Camazotz' *Incandescent Hatred* Attacks.

Magic rules. Follow the core casting rules as per the core rulebook. *With the following exceptions.*

- *Miscasts* happen on a 1-4
- If a miscast occurs, then the caster gets one additional Unit Brave Status Marker.
- *Dispelling.* Magic users AND all Heroic Figures as well as the Camazotz can dispel.

Scenario-specific spells and blessings:

Everliving spells.

- *Lavender Caress.* The Magic User calls on the power of wildflowers and plants to heal his companions. Heal 1 wound to D3 minis within 6" of the Magic User.

Everchanging Spells.

- *I Match Your Hatred!* Caster matches the intensity of the Camazotz' hatred and causes D6 automatic wounds to the Camazotz.

Blessings.

Camazotz.

Unlike the Core rules, the Camazotz can use both alignment-specific Blessings. As per normal rules, Blessings are one use only and only one may be used per Game Turn.

Camazotz may use the Maya Blessings, his own Blessings, and the Blessings in this scenario.

Thus, the Camazotz will always have access to 8 Blessings from each alignment instead of the normal max of 6. During the game, as he can use Blessings from both alignments the Camazotz will have 16 total Blessings available to it.

Attackers. Roll for blessings on one D6 to determine alignment. Only one roll is allowed no matter how many Forces participate in the battle. On a roll of 1-3 Forces will be Everliving on a 4-6 Everchanging.

Everliving. Heal 1D3 wounds.

Everchanging. 1D3 automatic Wounds. Magic User chooses where to allocate the damage.

Camazotz Rules and Unit Data Card.

Camazotz Rules:

- In this scenario, the Camazotz is a Level 2 Magic User.
- The Camazotz can be assigned a Maximum of 8 Unit Activation Dice per Game Turn, using any combination of Single- and Double-Unit Actions allowed to it.
- The Camazotz can never make a movement-related Unit Action such as a Charge, Move, March or Countercharge.
- The Camazotz cannot be made to move by the Attacker in any way. Spells or weapons which may compel the Camazotz to move have no effect on it.
- The Camazotz will never test for Unit Activations as it will never receive Unit Brave Status Markers for any reason.

- The Camazotz can never be Frozen or Flee.
- *Camazotz Movement*; The Camazotz can only change facing once per Action and only to an adjacent quadrant.
- *Camazotz Movement in Combat* ; The Camazotz MUST use the Disengage Action to change facing while in Combat. He still counts as being in Combat but can change facing.

Camazotz attacks:

Incandescent Hatred. Ranged Attack. Magic spell with a Casting Value of 14.

Any hits incurred by Incandescent Hatred will cause a single wound.

Range: Entire table. Affected by line of sight. Camazotz may use this attack twice per Game Turn. The *Incandescent Hatred* attack will automatically Hit any Minis in the attack arc the Camazotz is facing. The table is divided into four Attack areas as per the Scenario Map (as demarked by the dotted lines). Counts as One Unit Action.

Death Incarnate. Every other turn, starting on Game Turn 2, the Camazotz bursts with uncontrollable rage: All minis in contact with it die immediately. No normal or Magical Saves rolls are allowed. A Mini affected by the Death Incarnate Attack will only be able to avoid instant death (no matter how many wounds it has) by passing its *Faith in The Balance* Save (see below). Counts as Two Unit Actions.

Faith in The Balance: All attackers will have an additional “Invulnerable” Save of 5 against wounds caused by the Incandescent Hatred and Death Incarnate Attacks. The *Faith in The Balance* Save is in addition to any Saves a Mini may already have and is never modified in any way.

Camazotz Wounds.

X Wounds (on Camazotz Unit Data Card): For each Force on the attacking side, the Camazotz will have 40 Wounds.

Damaging the Camazotz:

- Unsaved close combat Hits to the sides of the Camazotz (left and right sides) do 2 wounds each.
- Unsaved close combat Hits to the back do 4 wounds each.
- Unsaved Shoot attacks do 1 wound each to the Camazotz regardless of the direction of the attack.

CAMAZOTZ UNIT DETAILS.			UNIT OPTIONS				UNIT ACTIVATION DICE		
UNIT TYPE: BEHEMOTH.			X WOUNDS.				1		
UNIT MEMBERS, EQUIPMENT & DATA POINTS.			M	SH	FI	SV	RE	BR	TALENTS
CAMAZOTZ.			8	7	6	8	7	9	MASSIVE, DREADFUL, TERROR, HATEFUL GLARE, 3 FI ATTACKS AT STRENGTH 2,