

**EVERLIVING BLESSINGS OF THE WAY 1.**

**AFTER A FRIENDLY  
ORDER DICE IS DRAWN,  
CHOOSE A SINGLE  
FRIENDLY WARRIOR UNIT.  
ADD BACK D3 MODELS TO  
THAT UNIT. THIS ABILITY  
CANNOT BRING A UNIT  
ABOVE ITS STARTING  
SIZE.**

**EVERLIVING BLESSINGS OF THE WAY 2.**

**BEFORE TAKING A BREAK  
TEST, AUTOMATICALLY  
PASS THE BREAK TEST.**

**EVERLIVING BLESSINGS OF THE WAY 3.**

**PRIOR TO AN EXCHANGE  
OF MISSILES PHASE,  
CANCEL THE EXCHANGE  
OF MISSILES PHASE FOR  
BOTH FRIENDLY AND  
ENEMY UNITS.**

**EVERLIVING BLESSINGS OF THE WAY 4.**

**AFTER ANY ORDER DICE  
IS DRAWN, CHOOSE A  
FRIENDLY UNIT TO TAKE  
A FREE MOVE ACTION  
PER THE CONSOLIDATE  
MOVE RULES.**

**EVERLIVING BLESSINGS OF THE WAY 5.**

**WHEN YOU ISSUE A RALLY ORDER TO A UNIT, DOUBLE THE EFFECTIVE RANGE OF THE RALLY ORDER FOR A SINGLE UNIT.**

**EVERLIVING BLESSINGS OF THE WAY 6.**

**AFTER ANY ORDER DICE IS  
DRAWN, REMOVE D3 PINS  
FROM A SINGLE UNIT.**

**EVERCHANGING** BLESSINGS OF THE WAY 1.

**DURING THE ORDERS  
PHASE, BEFORE AN  
ORDER DICE HAS BEEN  
SELECTED, CHOOSE AN  
ORDER DICE FROM THE  
BAG.**

**EVERCHANGING** BLESSINGS OF THE WAY 2.

**WHEN ASSIGNING AN  
ORDER DICE TO A UNIT,  
IGNORE PIN MODIFIERS  
WHEN TAKING AN ORDER  
TEST FOR THAT UNIT TO  
PERFORM THE ASSIGNED  
ORDER.**



**EVERCHANGING** BLESSINGS OF THE WAY 3.

**BEFORE TAKING AN  
AGILITY TEST FOR  
RUNNING, SPRINTING,  
OR DIFFICULT TERRAIN,  
AUTOMATICALLY PASS  
THE AGILITY TEST.**

**EVERCHANGING BLESSINGS OF THE WAY 4.**

**AT THE BEGINNING OF THE TURN, CHOOSE ONE ENEMY UNIT RETAINING A RUN ORDER. PUT THAT ORDER DIE BACK INTO THE ORDER DICE BAG.**

**EVERCHANGING** BLESSINGS OF THE WAY 5.

**AFTER ANY ORDER DIE IS  
DRAWN, TARGET A UNIT,  
REMOVE ONE PIN FROM  
THAT UNIT AND FORCE  
THAT UNIT TO TAKE A  
BREAK TEST.**

**EVERCHANGING** BLESSINGS OF THE WAY 6.

**CANCEL ONE  
DISPEL ATTEMPT  
AND THEN RE-ROLL IT.**

## 1. BUILD ALTARS FOR THE GODS.

**DEPLOYMENT:** 12" FROM THE PLAYERS EDGE

DURING ANY ORDER PHASE, AFTER AN ORDER DIE HAS BEEN DRAWN, ANY UNIT (NON-BEAST/SWARM) WITHIN 10" OF A WARLORD, WIZARD, HEROIC MODEL OR MONSTROSITY UNIT CAN DECLARE A "BUILD AN ALTAR" ACTION. ASSIGN A "DOWN" ORDER TO THAT UNIT AND ENFORCE "DOWN" ORDER RULES. AT THE END OF THE TURN, PLACE AN ALTAR TOKEN IN BASE CONTACT WITH THE UNIT BUILDING THE ALTAR. ALTAR TOKENS MUST BE 10" FROM ANY OTHER ALTAR TOKEN.

DESTROY A CONSTRUCTED ALTAR THROUGH NORMAL MELEE COMBAT, WHICH MUST HIT ONLY. THE ALTAR HAS NO RES TO DEFEND. A UNIT THAT SUCCESSFULLY DESTROYS AN ALTAR CANNOT "FOLLOW UP".

**VICTORY POINTS.** AT THE END OF A TURN IN WHICH YOU BUILD AN ALTAR ON THE ENEMY TABLE HALF OR DESTROY AN ENEMY ALTAR ON THE FRIENDLY TABLE HALF, GAIN 1 VP.

## 2. THE RAINY SEASON.

**SET UP.** PLACE AN 8" WIDE RIVER ON THE CENTER LINE OF THE TABLE. PLACE THREE BRIDGES EVENLY SPACED ACROSS THE TABLE MIDLINE. THESE TERRAIN PIECES CANNOT BE AFFECTED BY MAGIC SPELLS. BRIDGES ARE 6" – 8" WIDE.

**DEPLOYMENT.** 6" FROM PLAYERS OWN TABLE EDGE.

**RAIN.** ALL SHOOTING IN THIS GAME IS AT A -1 TO HIT DUE TO THE SEASONAL RAINS.

**THE RAGING RIVER.** HEAVY RAINS HAVE CAUSED THE RIVER TO SWELL, SWEEPING AWAY ALL IN ITS PATH. ANY MODELS, OTHER THAN FLYERS, PARTIALLY OR WHOLLY IN THE RIVER ALWAYS TREAT THE RIVER AS ROUGH TERRAIN. WHEN A UNIT ENTERS THE RIVER, ALL MOVEMENT IS IMMEDIATELY HALVED, NO EXCEPTIONS. A UNIT CANNOT SPRINT INTO, THROUGH, OR OUT OF THE RAGING RIVER.

MODELS ENTERING THE RIVER MUST IMMEDIATELY MAKE A SURVIVAL ROLL. EACH MODEL THAT ROLLS A 10 IS SWEEP AWAY AND REMOVED FROM THE GAME. AT THE BEGINNING OF A TURN, ANY MODELS IN THE RIVER MUST IMMEDIATELY MAKE A SURVIVAL ROLL AND ARE SWEEP AWAY ON A 10. ROLL 1D10 FOR EACH MODEL IN THE RAGING RIVER.

**VICTORY POINTS.** AT THE END OF TURN TWO AND THE END OF EVERY TURN THEREAFTER, IF A PLAYER HAS ANY NON-ROUTED WARRIOR UNITS ON THE OPPONENT'S SIDE OF THE RIVER THEY SCORE 1 VP. UNITS WITH THE FLYING ABILITY MAY NOT SCORE VP.

BRIDGES OVER THE RIVER PROVIDE SAFE PASSAGE AND IGNORE THE **RAGING RIVER** RULE ABOVE.

### 3. THE GREAT HUNT. PART 1

**SETUP:** PLACE THREE SPAWNING MARKERS ON THE BOARD AS PER THE DIAGRAM ABOVE (CENTER, 14" ON CENTERLINE FROM CORNER).

**DEPLOYMENT:** 18" ARC IN THE CORNER WITHOUT THE SPAWN MARKER AND OPPOSITE YOUR OPPONENT.

**AT THE START OF EACH TURN BUT BEFORE ANY ORDERS ARE ASSIGNED, SPAWN ONE SPIRIT ANIMAL FROM EACH SPAWN POINT.** EACH SPIRIT ANIMAL IMMEDIATELY MOVES A RANDOM DIRECTION/SPEED (PER "OFF TARGET" RULES ON PAGE 36) D10+2 INCHES. IF THE SPIRIT ANIMAL MOVES OFF THE BOARD, THE BEAST ESCAPES. IF IT ENCOUNTERS TERRAIN, THE SPIRIT ANIMAL IMMEDIATELY STOPS. THE SPIRIT ANIMAL ALWAYS STAYS 1" AWAY FROM ANY PLAYER UNIT.

**TO SCORE VP, YOU MUST KILL THE SPIRIT ANIMAL IN MELEE.** YOU MAY SHOOT THEM AT RANGE TO ELIMINATE THEM BUT DO NOT SCORE VP. AT THE END OF TURN TWO, AND THE END OF EVERY TURN THEREAFTER, SCORE 1 VP IF YOU SUCCESSFULLY DEFEAT A SPIRIT ANIMAL IN MELEE DURING THAT TURN.

**VICTORY POINTS.** NO POINTS ARE SCORED FOR DEFEATING A SPIRIT ANIMAL THROUGH RANGED/SPELL ATTACKS.

### 3. THE GREAT HUNT. PART 2

**IN MELEE, SPIRIT ANIMALS WILL FIGHT BACK PER THE STAT LINE BELOW.**

**IF THE SPIRIT ANIMAL WINS THE MELEE IT WILL NEVER CHOOSE TO CONTINUE COMBAT. THE SPIRIT ANIMAL WILL ALWAYS CONSOLIDATE THE MAXIMUM DISTANCE AWAY FROM THE OPPONENT TOWARDS THE CLOSEST BOARD EDGE IF POSSIBLE.**

	#	Ag	Acc	Str	Res	Init	Co
<b>Spirit Animal</b>	1	5	-	6	7	5	5
<b>Savage.</b> Re-roll Str to hit on first round of combat in game.							
<b>Choking.</b> Choking attacks ignore the target's armor and cover bonuses.							
<b>Attacks.</b> 2 Attacks, SV 2							



#### **4. PILLAGE THE VILLAGE.**

**SETUP:** PLACE FIVE BUILDINGS OR STRUCTURES EVENLY ACROSS THE BATTLEFIELD AND WHOLLY OUTSIDE ANY DEPLOYMENT ZONES.

**DEPLOYMENT.** 6" FROM TABLE EDGE.

**PILLAGE AS MANY BUILDINGS AS POSSIBLE.** A PLAYER CAN ONLY EVER PILLAGE A BUILDING ONCE PER GAME.

A PLAYER CAN PILLAGE A BUILDING THAT AN OPPONENT HAS ALREADY PILLAGED.

**TO PILLAGE A BUILDING, A PLAYER'S WARRIOR UNIT MUST MAKE A DOWN ORDER TEST WHILE IN CONTACT WITH A BUILDING.** A PLAYER CANNOT PILLAGE A BUILDING THAT IS CURRENTLY BEING PILLAGED BY YOUR OPPONENT.

**VICTORY POINTS.** SCORE 1 VP FOR EACH BUILDING PILLAGED.

**NOTE:** BUILDINGS CANNOT BE ENTERED, MOVED THROUGH, DESTROYED OR OCCUPIED.

## 5. LIBERATORS & CAPTIVES. PART 1

**SETUP.** EACH SIDE DESIGNATES TWO OF THEIR OWN WARRIOR UNITS TO MARK AS TRANSPORTING CAPTIVES BY PLACING A DISTINGUISHING TOKEN ON THAT UNIT. PLACE A FIFTH TOKEN IN THE CENTER OF THE BATTLEFIELD INDICATING UNCONTROLLED CAPTIVES.

**DEPLOYMENT.** 6" IN FROM TABLE EDGE.

**CAPTIVES BEING TRANSPORTED MUST MOVE WITH THE CONTROLLING UNIT.**

**UNCONTROLLED CAPTIVES REMAIN STATIONARY ON THE BATTLEFIELD UNTIL CONTROLLED.** NO SPELLS OR GAME EFFECTS CAN BE USED TO "MOVE" UNCONTROLLED CAPTIVES. A WARRIOR UNIT THAT COMES INTO BASE CONTACT, RESULTING FROM A MOVE OR ADVANCE ORDER, WITH UNCONTROLLED CAPTIVES GAINS CONTROL OF THOSE CAPTIVES.

**PLAYERS THAT DESTROY OR ROUTE AN OPPOSING UNIT TRANSPORTING CAPTIVES IN MELEE COMBAT GAIN CONTROL OF THE CAPTIVES.** CAPTIVES MAY SWITCH BETWEEN OPPOSING UNITS THROUGHOUT THE GAME.

## 5. LIBERATORS & CAPTIVES. PART 2

**ANY UNIT TRANSPORTING CAPTIVES THAT IS DESTROYED OR ROUTS, BUT NOT AS A RESULT OF MELEE COMBAT, LOSES THE CAPTIVES AND THEY REMAIN ON THE TABLE AS UNCONTROLLED CAPTIVES.** IMMEDIATELY PLACE THE UNCONTROLLED CAPTIVES ANYWHERE IN BASE CONTACT WITH THE DESTROYED/ROUTED TRANSPORTING UNIT BEFORE IT IS REMOVED/MOVED FROM THEIR LOCATION. THE UNIT'S CONTROLLING PLAYER CHOOSES WHERE TO PLACE THE CAPTIVE TOKEN IT HAS LOST, AS LONG AS IT IS PLACED IN CONTACT WITH THE UNIT WHICH LOST IT. THE LOST CAPTIVE TOKEN NOW COUNTS AS AN UNCONTROLLED CAPTIVE TOKEN.

**UNITS MAY NOT SHOOT AT OR CAST SPELLS AGAINST A UNIT TRANSPORTING CAPTIVES FOR FEAR OF HITTING THE CAPTIVES;** THIS INCLUDES EXCHANGE OF MISSILES. SPELLS WHICH BUFF FRIENDLY UNITS CAN BE CAST ON UNITS TRANSPORTING CAPTIVES.

**CAPTIVES CANNOT BE TRANSFERRED BETWEEN FRIENDLY UNITS.**

**VICTORY POINTS.** GAIN 1 VP FOR EACH CONTROLLED CAPTIVE AT THE END OF THE GAME. ANY UNCONTROLLED CAPTIVES ARE NOT COUNTED.

## 6. FOG OF WAR.

**IN THE FOREST, THE MORNING MISTS CREATE CHAOS AS TWO WARBANDS UNEXPECTEDLY CLASH IN BATTLE.**

**SETUP.** PLAYERS SPLIT THEIR ARMIES INTO TWO HALVES. PLAYERS CHOOSE WHICH HALF OF THEIR OPPONENT'S ARMY WILL BE THE INITIAL FORCE.

**DEPLOYMENT.** 12" FROM PLAYER'S EDGE. EACH PLAYER ALTERNATES DEPLOYING UNITS OF THEIR INITIAL FORCE IN THEIR DEPLOYMENT ZONE.

**RESERVES.** STARTING ON TURN 2 PLAYERS ATTEMPT TO BRING IN RESERVES. RESERVES ENTER THE GAME ON A RANDOM TABLE EDGE. ROLL A D6 AND DEPLOY A UNIT AS: 1- PLAYER CHOOSES ANY TABLE EDGE, 2 OR 3- DEPLOY ON PLAYER'S DEPLOYMENT ZONE TABLE EDGE, 4- DEPLOY ON OPPONENT'S DEPLOYMENT ZONE TABLE EDGE, 5- UNIT DEPLOYS

ON PLAYER'S RIGHT SIDE TABLE EDGE, 6- UNIT DEPLOYS ON PLAYER'S LEFT SIDE TABLE EDGE. UNITS THAT HAVE NOT DEPLOYED BY TURN 3 WILL AUTOMATICALLY DEPLOY ON TURN 4.

**VICTORY POINTS.** AT THE END OF TURN 2 AND AT THE END OF EVERY TURN THEREAFTER, A PLAYER SCORES 1 VP IF THEY HAVE ELIMINATED AN OPPONENT'S UNIT DURING THAT TURN. ROUTED UNITS DO NOT COUNT AS ELIMINATED UNTIL THEY HAVE RUN OFF THE TABLE.

## DEVOTIONS TO THE WAY OF EVERLIVING

### 1: ENDOCANNIBALISM RITUAL IN HONOR OF GAIA.

**IF A FRIENDLY UNIT IS DESTROYED IN BATTLE, PLACE A DEATH TOKEN AT THE SITE WHERE THE UNIT WAS DESTROYED.**

**A FRIENDLY WARRIOR UNIT WITHIN 10" OF ANY FRIENDLY DEATH TOKEN CAN DECLARE A RITUAL TO HONOR THE DEAD AND CONSUME THEM. THE FRIENDLY UNIT TAKES A DOWN ORDER TO REPLACE THE DEATH TOKEN WITH A RITUAL OBJECTIVE TOKEN. AT THE END OF THE TURN, SCORE 1 VP IF THE RITUAL OBJECTIVE TOKEN IS IN PLAY.**

**AT THE END OF THE GAME, SCORE 1 VP IF TWO OR MORE RITUAL OBJECTIVE TOKENS ARE IN PLAY.**

## **DEVOTIONS TO THE WAY OF EVERLIVING**

### **2: IN SEARCH OF THE FOUNTAIN OF YOUTH.**

**BEFORE THE GAME BEGINS, SECRETLY SELECT TWO PIECES OF TERRAIN WHOLLY WITHIN YOUR OPPONENT'S TABLE HALF.**

**THESE TERRAIN PIECES MIGHT HOLD THE LOST FOUNTAIN OF YOUTH.**

**WHEN A FRIENDLY UNIT IS PARTIALLY OR WHOLLY WITHIN THE SELECTED TERRAIN FEATURE THEY MUST MAKE A SUCCESSFUL COMMAND CHECK AT -2 COM TO DISCOVER THE OBJECTIVE, (THE FOUNTAIN OF YOUTH). THIS COMMAND CHECK IS OUTSIDE THE STANDARD ORDER STEPS AND INCLUDES ANY PINS ON THE UNIT. IF SUCCESSFUL, THE FOUNTAIN IS DISCOVERED AND THE OTHER IDENTIFIED TERRAIN PIECE IS NO LONGER ELIGIBLE FOR DISCOVERY. IF NOT SUCCESSFUL, THE FOUNTAIN IS NOT IN THIS SELECTED TERRAIN PIECE BUT INSTEAD MUST BE IN THE OTHER SELECTED TERRAIN PIECE WHICH NO LONGER NEEDS TO BE TESTED FOR.**

**ANY FRIENDLY UNIT PARTIALLY OR FULLY WITHIN THE OBJECTIVE TERRAIN PIECE CAN TAKE A DOWN ORDER TO DRINK FROM THE FOUNTAIN OF YOUTH. UPON DECLARING THE DOWN ORDER, A FRIENDLY UNIT SCORES 1 VP AND PLACES AN OBJECTIVE TOKEN WHOLLY WITHIN THAT TERRAIN PIECE. THIS OBJECTIVE TOKEN CANNOT BE REMOVED BY OPPOSING UNITS.**

**AT THE END OF THE GAME SCORE 1 VP IF THERE IS A FRIENDLY WARRIOR UNIT WITHIN 6" OF THE OBJECTIVE TOKEN.**

## DEVOTIONS TO THE WAY OF EVERLIVING

### **3: DIVIDE AND CONQUER!**

**BEFORE THE GAME BEGINS, SECRETLY CHOOSE AN ENEMY WARRIOR, MONSTER OR MONSTROSITY UNIT.**

**SCORE 1 VP AT THE END OF A TURN IF YOU HAVE A FRIENDLY UNIT WITHIN 2" OF THE SECRETLY CHOSEN UNIT AND THERE ARE NO ENEMY MODELS WITHIN 4" OF THE SECRETLY CHOSEN UNIT.**

**THIS OBJECTIVE CAN BE COMPLETED MULTIPLE TIMES. MAX 2 VP.**

## DEVOTIONS TO THE WAY OF EVERLIVING

### 4: CONTROL JUNGLE TERRITORY.

**SCORE 1 VP IF YOU CONTROL A TABLE QUARTER ON THE OPPONENT'S SIDE OF THE BATTLEFIELD. TO CONTROL A TABLE QUARTER, YOU MUST HAVE MORE UNITS THAN YOUR OPPONENT WHOLLY WITHIN THE TABLE QUARTER AT THE END OF A TURN.**

**AT THE END OF THE GAME SCORE 1 VP IF YOU CONTROL MORE TABLE QUARTERS THAN YOUR OPPONENT.**



## DEVOTIONS TO THE WAY OF EVERLIVING

### 5: AGAINST ALL ODDS.

**IF A FRIENDLY UNIT IS THE FIRST TO ENGAGE AN ENEMY UNIT IN MELEE AND THAT ENEMY UNIT HAS A GREATER STARTING POINT VALUE THAN THE FRIENDLY UNIT, SCORE 1 VP.**

**AT THE END OF THE GAME IF THE SAME FRIENDLY UNIT IS STILL ALIVE AND NOT ROUTED AND THE SAME ENEMY UNIT IT FOUGHT AGAINST HAS BEEN DESTROYED OR ROUTED, SCORE 1 VP.**

## **DEVOTIONS TO THE WAY OF EVERLIVING**

### **6: A WORTHY SACRIFICE.**

**AT THE BEGINNING OF THE GAME, SECRETLY CHOOSE ONE ENEMY WARRIOR OR WARLORD UNIT.**

**IF THE SECRETLY CHOSEN UNIT IS KILLED, ANNOUNCE THIS DEVOTION CARD, PLACE A SACRIFICE TOKEN IN BASE CONTACT WITH THE UNIT BEFORE REMOVING THAT UNIT, AND CLAIM 1 VP.**

**ANY UNIT (FRIEND OR ENEMY) MAY PICK UP THE SACRIFICE TOKEN BY MOVING INTO BASE CONTACT WITH IT, OR BY MOVING THROUGH IT. IF THE UNIT CARRYING THE SACRIFICE TOKEN IS KILLED IN MELEE THE WINNING UNIT MAY IMMEDIATELY CLAIM THE SACRIFICE TOKEN. IF THE UNIT CARRYING THE SACRIFICE TOKEN IS ROUTED IN MELEE, IT IMMEDIATELY DROPS THE SACRIFICE TOKEN (PLACE IN BASE CONTACT WITH THE UNIT BEFORE IT MOVES AWAY FROM THE MELEE).**

**AT THE END OF THE GAME, IF THE SACRIFICE TOKEN IS WITHIN 6" OF THE FRIENDLY DEPLOYMENT ZONE, GAIN 1 VP.**

## **DEVOTIONS TO THE WAY OF EVERLIVING**

### **7: CONSECRATED GROUND.**

**AT THE BEGINNING OF THE GAME, SECRETLY CHOOSE ONE PIECE OF TERRAIN, NO BIGGER THAN 8" IN DIAMETER, IN THE ENEMY DEPLOYMENT ZONE.**

**A FRIENDLY WARRIOR OR WARLORD UNIT TOUCHING OR WITHIN THE SECRETLY CHOSEN TERRAIN PIECE MAY PERFORM A RITUAL TO CONSECRATE THE GROUND. WHEN A FRIENDLY WARRIOR OR WARLORD UNIT IS ASSIGNED THE DOWN ORDER TO PERFORM THE RITUAL, GAIN 1 VP.**

**AT THE END OF THE GAME, GAIN 1 VP IF THERE IS NO ENEMY UNIT WITHIN 6" OF THE CONSECRATED TERRAIN PIECE.**

## DEVOTIONS TO THE WAY OF EVERLIVING

### **8: PUT THE SPIRITS TO REST.**

**A WARRIOR OR WARLORD UNIT MAY TAKE A DOWN ORDER TO BURY THEIR DEAD. ANNOUNCE THIS DEVOTION CARD AND PLACE A CORPSE TOKEN IN BASE CONTACT WITH THE UNIT. THE FIRST TIME THAT A CORPSE TOKEN IS PLACED WITHIN 6" OF THE ENEMY DEPLOYMENT ZONE, GAIN 1 VP.**

**AT THE END OF THE GAME, IF THERE ARE TWO OR MORE CORPSE TOKENS WITHIN 6" OF THE ENEMY DEPLOYMENT ZONE, GAIN 1 VP.**

## **DEVOTIONS TO THE WAY OF EVERCHANGING**

### **1: CANNIBALISM FOR THE DEVOURER KING.**

**IF AN ENEMY UNIT IS DESTROYED IN BATTLE, PLACE A DEATH TOKEN IN BASE CONTACT WITH THE UNIT BEFORE REMOVING IT FROM PLAY.**

**A FRIENDLY WARRIOR UNIT WITHIN 10" OF ANY ENEMY DEATH TOKEN CAN DECLARE A RITUAL TO CONSUME THE ENEMY DEAD AND HONOR THE DEVOURER KING. THE FRIENDLY UNIT TAKES A DOWN ORDER TO REPLACE THE DEATH TOKEN WITH A RITUAL OBJECTIVE TOKEN. AT THE END OF THE TURN, SCORE 1 VP IF THE RITUAL OBJECTIVE TOKEN IS IN PLAY.**

**AT THE END OF THE GAME, SCORE 1 VP IF TWO OR MORE RITUAL OBJECTIVE TOKENS ARE IN PLAY.**

## **DEVOTIONS TO THE WAY OF EVERCHANGING**

### **2: IN SEARCH OF EL DORADO.**

**BEFORE THE GAME BEGINS, SECRETLY SELECT TWO ENEMY WARRIOR OR WARLORD UNITS. THESE UNITS MIGHT BE CARRYING THE MAP TO EL DORADO.**

**WHEN A FRIENDLY UNIT ENGAGES A SELECTED ENEMY UNIT THEY MUST MAKE A SUCCESSFUL COMMAND CHECK AT -2 COM TO DISCOVER THE OBJECTIVE, THE MAP OF EL DORADO. THIS COMMAND CHECK IS OUTSIDE THE STANDARD ORDER STEPS AND INCLUDES ANY PINS ON THE UNIT. IF SUCCESSFUL, THE MAP IS DISCOVERED AND THE OTHER IDENTIFIED UNIT IS NO LONGER ELIGIBLE FOR SEARCHING. IF NOT SUCCESSFUL, THE MAP IS NOT IN THIS SELECTED UNIT BUT INSTEAD MUST BE IN THE OTHER SELECTED UNIT WHICH NO LONGER NEEDS TO BE SEARCHED.**

**IF THE ENEMY UNIT WITH THE OBJECTIVE IS THEN DEFEATED IN MELEE, THE FRIENDLY, WINNING UNIT SCORES 1 VP AND NOW CONTROLS THE OBJECTIVE MARKER.**

**ANY UNIT THAT DEFEATS THE UNIT CARRYING THE OBJECTIVE MARKER TAKES CONTROL OF THE OBJECTIVE MARKER.**

**IF A FRIENDLY UNIT CONTROLS THE OBJECTIVE MARKER AT THE END OF THE GAME, SCORE 1 VP.**

## DEVOTIONS TO THE WAY OF EVERCHANGING

### 3: HEAD OF THE SNAKE.

**SCORE 1 VP WHEN A WARRIOR OR WARLORD UNIT WOUNDS THE ENEMY WARLORD UNIT.**

**SCORE 1 VP IF THE ENEMY WARLORD IS KILLED OR IN RUT AT THE END OF THE GAME.**

## DEVOTIONS TO THE WAY OF EVERCHANGING

### 4: HEROISM PERSONIFIED.

**SCORE 1 VP WHEN A FRIENDLY HEROIC MODEL UNIT ENGAGES AN ENEMY UNIT IN MELEE COMBAT ON THE OPPONENT'S TABLE HALF.**

**SCORE 1 VP WHEN A FRIENDLY HEROIC MODEL TAKES A DOWN ACTION TO PLACE AN OBJECTIVE MARKER IN THE ENEMY'S DEPLOYMENT ZONE.**



## DEVOTIONS TO THE WAY OF EVERCHANGING

### 5: CALL THE STORM.

A SINGLE FRIENDLY UNIT WITH ONE OR MORE MAGIC LEVELS THAT IS WITHIN THE ENEMY'S TABLE HALF MAY BE ASSIGNED A DOWN ORDER TO INVOKE THE POWER OF THE ELDRITCH STORM. SCORE 1 VP AND CAST ONE OF THIS UNIT'S ELIGIBLE SPELLS.

AT THE END OF THE GAME, SCORE 1 VP IF THE FRIENDLY UNIT THAT INVOKED THE ELDRITCH STORM IS STILL ALIVE.

## DEVOTIONS TO THE WAY OF EVERCHANGING

### **6: THROUGH THE ENEMY LINES.**

**SCORE 1 VP AT END OF ANY TURN IF A FRIENDLY OBJECTIVE TOKEN IS IN THE ENEMY DEPLOYMENT ZONE AND NO ENEMY UNIT IS WITHIN 3" OF THE TOKEN.**

**SCORE 1 VP AT THE END OF THE GAME IF TWO OR MORE FRIENDLY OBJECTIVE TOKENS ARE IN THE ENEMY DEPLOYMENT ZONE.**

## DEVOTIONS TO THE WAY OF EVERCHANGING

### 7: CHALLENGE.

**IF A WARRIOR UNIT ENGAGES AN ENEMY HEROIC MODEL UNIT IN MELEE, IT MAY CHOOSE TO NOT ATTACK AND INSTEAD GAINS +2 RES FOR THAT ROUND OF COMBAT TO SCORE 1 VP AS THAT UNIT TAUNTS AND CHALLENGES THE ENEMY. THE FRIENDLY UNIT MAY NOT CHOOSE TO FIGHT A FOLLOW UP ROUND EVEN IF IT WINS THE COMBAT.**

**IF A FRIENDLY WARLORD CHALLENGES THE ENEMY WARLORD AS ABOVE, SCORE 1 VP.**

## DEVOTIONS TO THE WAY OF EVERCHANGING

### 8: TROPHY HUNTERS.

**EACH TIME A WARRIOR UNIT KILLS AN ENEMY MONSTER, MONSTROSITY, OR HEROIC MODEL UNIT, PLACE A TROPHY TOKEN IN BASE CONTACT WITH THE DESTROYED UNIT BEFORE REMOVING IT. THE FIRST TIME A TROPHY TOKEN IS PLACED, ANNOUNCE THIS DEVOTION CARD AND GAIN 1 VP.**

**IF THE OPPONENT HAS NO MONSTER OR MONSTROSITY, THE "LEADER" MODEL OF ALL WARRIOR UNITS ARE DESIGNATED AS POTENTIAL TROPHIES.**

**AT THE END OF THE GAME, IF AT LEAST ONE, NON-ROUTED, WARRIOR UNIT IS WITHIN 6" OF A TROPHY TOKEN, GAIN 1 VP.**



**EVERCHANGING**



EVERLIVING



**MYTHIC AMERICAS**