



INUIT



MYTHIC EARTH V1.1

TUVAAK MASTER ON NANUQ QAMUTIIK UNIT DETAILS POINTS VALUE: 129			UNIT OPTIONS				UNIT ACTIVATION DICE		
UNIT TYPE: BEHEMOTH. HEROIC FIGURE. GENERAL. 1X TUVAAK MASTER OR OTHER "GENERAL" MINI MUST BE INCLUDED IN AN INUIT FORCE AND ONLY ONE MAY EVER BE INCLUDED IN AN INUIT FORCE.			REPLACE THE TUVAAK MASTER'S SPEAR WITH A HARPOON @ 3 PTS.				1		
UPGRADE TUVAAK MASTER TO 4 WOUNDS @ 20 PTS.									
UNIT MEMBERS, EQUIPMENT & DATA POINTS.			M	SH	FI	SV	RE	BR	TALENTS
1X TUVAAK MASTER WITH SPEAR.			-	5	6	-	8	9	COMMANDING PRESENCE, 3 FI ATTACKS.
1X NANUQ QAMUTIIK WITH GUARDIANS.			6	5	7	10	-	-	MASSIVE, DODGE, UNSTOPPABLE CHARGE, 3 WOUNDS, 4 FI ATTACKS AT STRENGTH 1.

TUVAAK MASTER UNIT DETAILS POINTS VALUE: 108			UNIT OPTIONS				UNIT ACTIVATION DICE		
UNIT TYPE: HUMANOID. HEROIC FIGURE. GENERAL. 1X TUVAAK MASTER OR OTHER "GENERAL" MINI MUST BE INCLUDED IN AN INUIT FORCE AND ONLY ONE MAY EVER BE INCLUDED IN AN INUIT FORCE.			REPLACE ALL SPEARS WITH HARPOONS @ 3 PTS. PER MINI.				1		
UPGRADE TO 3 WOUNDS @ 14 PTS. UPGRADE TUVAAK MASTER TO TOUGHENED 2 @ 10 PTS.			ADD TUKTU TUVAAK UP TO A MAX UNIT SIZE OF 5 @ 18 PTS. EACH.						
UNIT MEMBERS, EQUIPMENT & DATA POINTS.			M	SH	FI	SV	RE	BR	TALENTS
1X TUVAAK MASTER WITH SPEAR AND MEDIUM ARMOR.			5	5	6	5(7)	8	9	COMMANDING PRESENCE, TOUGHENED 1, 3 FI ATTACKS, 2 WOUNDS, HARDY.
2X TUKTU TUVAAK WITH SPEARS AND MEDIUM ARMOR.			6	5	6	5(7)	7	7	HARDY.



ANGAKKUQ (SHAMAN) UNIT DETAILS POINTS VALUE: 61			UNIT OPTIONS				UNIT ACTIVATION DICE		
UNIT TYPE: HUMANOID. HEROIC FIGURE. ONLY ONE ANGAKKUQ MAY BE INCLUDED IN AN INUIT FORCE.			GIVE THE ENTIRE UNIT LIGHT ARMOR @ 2 PTS. PER MINI FOR A SAVE OF 5(6).				1		
UPGRADE ANGAKKUQ TO MAGIC LEVEL 2 @ 25 PTS. UPGRADE ANGAKKUQ TO MAGIC LEVEL 3 @ 50 PTS.			ADD ARVIK TUVAAK UP TO A MAX UNIT SIZE OF 5 @ 15 PTS. EACH.				UPGRADE ANGAKKUQ TO TOUGHENED 2 @ 10 PTS.		
UNIT MEMBERS, EQUIPMENT & DATA POINTS.			M	SH	FI	SV	RE	BR	TALENTS
1X ANGAKKUQ WITH SPEAR.			5	5	6	5	7	8	TOUGHENED 1, MAGIC LEVEL 1, 2 WOUNDS, HARDY.
0X ARVIK TUVAAK WITH KNIVES AND BOWS.			5	5	6	5	7	7	HARDY.







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TUKTU TUVAAK (BEAR HUNTERS) UNIT DETAILS POINTS VALUE: 92		UNIT OPTIONS					UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID.		ADD TUKTU TUVAAK UP TO A MAX UNIT SIZE OF 10 @ 16 PTS. EACH.					1	
REPLACE ALL SPEARS WITH AXES @ 0 PTS.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X TUKTU TUVAAK LEADER WITH SPEAR AND LIGHT ARMOR.		5	5	6	5(6)	7	8	TOUGHENED 1, HARDY.
4X TUKTU TUVAAK WITH SPEARS AND LIGHT ARMOR.		5	5	6	5(6)	7	7	HARDY.

ARVIK TUVAAK (WHALE HUNTERS) UNIT DETAILS POINTS VALUE: 87		UNIT OPTIONS					UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID.		ADD ARVIK TUVAAK UP TO A MAX UNIT SIZE OF 10 @ 15 PTS. EACH.					1	
REPLACE ALL KNIVES WITH AXES @ 1 PTS. PER MINI. REPLACE ALL BOWS WITH HARPOONS @ 1 PT. PER MINI.		GIVE THE ENTIRE UNIT LIGHT ARMOR @ 2 PTS. PER MINI FOR A SAVE OF 5(6).						
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X ARVIK TUVAAK LEADER WITH KNIFE AND BOW.		5	5	6	5	7	8	TOUGHENED 1, HARDY.
4X ARVIK TUVAAK WITH KNIVES AND BOWS.		5	5	6	5	7	7	HARDY.



NANUQ GUARDIANS (POLAR BEARS) UNIT DETAILS POINTS VALUE: 120		UNIT OPTIONS					UNIT ACTIVATION DICE	 
UNIT TYPE: BEAST.		ADD 1 WOUND TO ALL MINIS IN THE UNIT @ 16 PTS. PER MINI.					1	
ADD NANUQ GUARDIANS UP TO A MAX UNIT SIZE OF 5 @ 40 PTS. EACH.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
3X NANUQ GUARDIANS.		5	5	7	7	6	7	TOUGHENED 1, 3 FI ATTACKS AT STRENGTH 1.







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OMINGMAK (MUSK OX) UNIT DETAILS		UNIT OPTIONS					UNIT ACTIVATION DICE	 
POINTS VALUE: 50							1	
UNIT TYPE: BEAST.								
ADD OMINGMAK UP TO A MAX UNIT SIZE OF 10 @ 10 PTS. EACH.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
5X OMINGMAK.		5	4	5	7	5	6	STAMPEDE.

IJIRAQ UNIT DETAILS		UNIT OPTIONS					UNIT ACTIVATION DICE	 
POINTS VALUE: 81							1	
UNIT TYPE: MONSTER.								
ADD IJIRAQ UP TO A MAX UNIT SIZE OF 5 @ 27 PTS. EACH.		ADD 1 WOUND TO ALL MINIS IN THE UNIT @ 14 PTS. PER MINI.						
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
3X IJIRAQ WARRIORS.		6	5	6	7	7	7	DODGE, STEALTH, 2 FI ATTACKS, UNSTOPPABLE CHARGE.

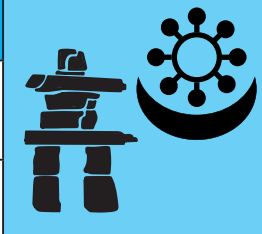
QUIMMIQ QAMUTIIK (DOG SLED) UNIT DETAILS		UNIT OPTIONS					UNIT ACTIVATION DICE	 
POINTS VALUE: 87							1	
UNIT TYPE: BEHEMOTH.								
ADD 1 WOUND TO THE UNIT @ 16 PTS.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X MUSER WITH SPEAR AND WHALE FAT BOMB.		-	5	6	-	8	8	MAGIC LEVEL 1, HEALING SALVE.
1X QUIMMIQ QAMUTIIK WITH DOGS (QUIMIIT).		5	-	5	8	-	-	DODGE, MASSIVE, 5 FI ATTACKS, 2 WOUNDS.



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AMAROK UNIT DETAILS POINTS VALUE: 147		UNIT OPTIONS					UNIT ACTIVATION DICE	
UNIT TYPE: BEHEMOTH. A MAXIMUM OF ONE AMAROK MAY BE INCLUDED IN AN INUIT FORCE.							2	
UPGRADE AMAROK TO 4 WOUNDS @ 27 PTS.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.	M	SH	FI	SV	RE	BR	TALENTS	
1X AMAROK.	6	6	7	9	7	8	MASSIVE, DODGE, 3 FI ATTACKS AT STRENGTH 2, BLOOD SCENT, CHILLING HOWL, 3 WOUNDS.	





INUIT UNIT TALENTS SUMMARY.

All Force Rosters include a summary of the various Talents, or unique weapons which Units in the Force utilize. Following this summary is a detailed description of all of these Unit specific details.

Tuvaak Master on Nanuq Qamutiik. Commanding Presence, Heroic Figure, 3 Wounds, Unstoppable Charge, Dodge, Massive.

Tuvaak Master. Commanding Presence, Heroic Figure, Toughened 1, 2 Wounds, Hardy.

Angakkuq (Shaman). Heroic Figure, Toughened 1, Magic Level 1, 2 Wounds, Hardy.

Tuktu Tuvaak (Bear Hunters). Toughened 1, Hardy.

Arvik Tuvaak (Whale Hunters). Toughened 1, Hardy.

Nanuq Guardians. Toughened 1.

Omingmak. Stampede.

Ijiraq. Dodge, Stealth, Unstoppable Charge.

Quimmiq Qamutiik (Dog Sled). Massive, 2 Wounds, Dodge, Healing Salve.

Amarok. Massive, Dodge, Blood Scent, Chilling Howl, 3 Wounds.

Blood Scent (Amarok). After Deployment, choose (and announce) any Humanoid or Beast Enemy Unit to be the Amarok's Prey. If the Prey Unit is removed from the battle for any reason the Amarok immediately chooses another Prey. The Amarok gains +1 Fight and +1 Strength on his Attacks when engaged in a Hand-To-Hand Fight with the Prey Unit.

Chilling Howl (Amarok). Range 0"-10" (short), 11"-20" (long). 3 Shoot Attacks. Thrown Weapon.

Commanding Presence. Some Heroic Figures have a much more commanding presence than any of their peers, making them even better at helping to bring Fleeing Units under control again. Any Friendly Heroic Unit with this Talent that has not yet received a Unit Activation Die in a Game Turn, can attempt (as per the normal Stop Fleeing rules) to perform a Stop Fleeing Unit Action on behalf of a nearby friendly Fleeing Unit, if that Unit is within 10" of the Heroic Figure. The Heroic Figure with the Commanding Presence Talent uses its UNMODIFIED Brave Data Point when testing to stop the friendly Unit from continuing to Flee. This counts as a Single-Action for the Heroic Figure.





INUIT UNIT TALENTS SUMMARY CONTINUED.

Dodge. Units with the Dodge Talent are harder to hit from Shooting. Deduct 1 from any Shoot Attacks which target this Unit after the targetted Unit with the Dodge Talent moves. This is true for any type of Movement this Unit makes, be it because of a Move, Charge, Countercharge, or March Unit Action. If for some reason the Unit with Dodge does not perform a movement type Unit Action before it is Shot at then the enemy Shots will not be negatively affected.

Drawn Closer (Harpoons). The target Unit must take a consolidation move up to 2x its Movement directly closer to the attacking Unit and at least 1" away from any other Unit. The direction of this move is chosen by the attacker. The Unit can pass through Difficult Landscape Areas without any Movement reduction. The Unit cannot pass through Impassable Landscape Areas.

Dreadful. Units with the Dreadful Talent are hard to damage, or even hit. Such Units will negatively affect most enemy Units trying to hurt them:

- * Shoot Attacks Against Dreadful Units are at -1 Shoot Value.

- * Hand-To-Hand Fight Attacks Against Dreadful Units are at -1 Fight Value.

- * In addition, any non-Dreadful Unit which loses a Hand-To-Hand Fight with a Dreadful Unit will suffer a further -1 on the Brave Test roll required of the losing Unit. This -1 modifier is in addition to any other negative modifiers that may affect the Testing Unit, but it does not add an additional Unit Brave Status Marker to the Testing Unit.

Fire Ammunition. Unit suffers not one but two Unit Brave Status Marker when Hit with a Shoot Attack from this ammunition-armed ranged weapon. This type of ammunition affects all types of Units, even the Living Dead and negates all Regeneration Talent benefits.

Grounded (Harpoons). When an Enemy Flying Unit is Grounded, the following steps are followed:

- > If it already has an assigned Unit Activation Die, then that Unit becomes Frozen.
- > If the Unit has not been assigned a Unit Activation Die, then pull one Unit Activation Die from the Enemy's Unit Activation Dice Pool and assign it to the Unit and that Unit then becomes Frozen.

Hardy. When a Mini is wounded, instead of removing it from the Unit, add a Wound Token, and corresponding Unit Brave Status Marker, to the Unit. At the end of the Game Turn, remove a Mini for each Wound Token on the Unit. If at any point the number of Wound Tokens equals or exceeds the number of models in the Unit, immediately remove the Unit.

Harpoon. Range 0-10", Strength 1. If a Unit is wounded by this weapon, the target Unit is **Drawn Closer** (see above). The defending Unit is only affected by Harpoons until the end of the Game Turn. When a Flying Unit is successfully wounded it will become **Gounded**.

Healing Salve. Range 10". Roll a Competency Test on the Unit's Brave Data Point. If successful, remove 2 Unit Brave Status Markers from the Target Unit. Line of Sight is needed.

Magic Levels. See Core Rulebook.





INUIT UNIT TALENTS SUMMARY CONTINUED.

Massive. Units which have the Massive Talent are easier to Hit when being shot at. Enemy Units performing Shoot Actions against a Massive Unit will always be able to Draw Line of Sight to their target as it stands head and shoulders above all other Units in the Game. Enemy Units targeting Massive Units will benefit from +1 to their Shoot Value. Please note that other Massive Units will block Line of Sight if they're in the way of the Shooting Unit, even if it is a Friendly Massive Unit which is intervening with the Shoot Action.

Stampede. If a Unit Activation roll is failed this Unit will Stampede. Immediately turn the Stamping Unit to face in any desired direction, now roll 2D6 (this is the total distance the stampeding Unit must move) then move the Stamping Unit in the chosen direction. The Unit will go through all Minis (friend or foe) that are in its path, and "Bounce" out of the back of the last Unit it touched. A Stamping Unit can move through multiple Units in one Stampede. Place the Stamping Unit 1" behind the final Unit it Stampeded through. Units that get Stampeded suffer D3 automatic Shoot Hits (make sure to assign the Hit Unit a Unit Brave Status Marker as per the normal Shoot rules). The Hits are at Strength 1.

Stealth. Any successful Shooting hits against Units within or behind Landscape Feature(s) must be re-rolled.

Toughened X. An individual Mini with the Toughened X Talent can reroll one failed Save roll per Game Turn. Only a single failed Save roll can be re-rolled at one time Per Toughened X available. This reroll can be used no matter the source of the possible damage (Shooting, Magic, Hand-To-Hand Fight, etc.). A Mini may have the option of rerolling multiple failed Save rolls per Game Turn, up to a maximum of 3 times. These additional save rolls are expressed by a number represented by the "X" that follows the word Toughened. For Example a Toughened 2 Mini would be able to re-roll two failed Save rolls per Game Turn.

Unstoppable Charge. When the Unit Charges or Countercharges add an additional D3 to the Strength of its Hand-To-Hand Attacks on the Game Turn in which it Charged or Countercharged.

Whale Fat Bomb (Dog Sled). 0"-10" Range. Does not suffer penalties for being over half range. D3+1 Shoot Attacks. Fire Ammunition. Thrown Weapon.





The Way of The Everliving Magic Spells.

Ice Floe.

Casting Value: 14

Range: 10"

Target: A number of friendly Units equal to the Caster Level and within range.

Effect: Targeted Unit(s) may immediately make a Consolidation Move.

Bitter Chill.

Casting Value: 14

Range: 10" X Caster Level.

Target: An enemy Unit within range.

Effect: The target Unit becomes Frozen.

Spirit Harpoon.

Casting Value: 18

Range: 10" X Caster Level.

Target: A non-flying enemy Unit within range.

Effect: The targetted Unit is "Drawn Close" to the Caster.

The Way of The Everchanging Magic Spells.

Imbued with Shadow.

Casting Value: 16

Range: 10"

Target: A number of friendly Units equal to the Caster Level and within range.

Effect: The targeted Unit(s) receive the Dreadful Talent.

Duration: The spell lasts until the end of the Game Turn.

Cracked Ice.

Casting Value: 16

Range: 10" X Caster Level.

Target: An enemy Unit within range.

Effect: The targeted Unit loses 2" from its Movement Data Point.

Duration: The spell lasts until the end of the Game Turn.

Winds of Change.

Casting Value: 14

Range: 20"

Target: A number of enemy Units equal to the Caster Level and within range.

Effect: The targeted Unit loses -2 from its Shoot Data Point.

Duration: The spell lasts until the end of the Game Turn.





Everliving Blessings of The Way.

Amarok.

After the Amarok successfully Hits with Chilling Howl, the target Unit makes a Consolidate Move in any direction, controlled by the attacking player.

Everchanging Blessings of The Way.

Amarok

After any Unit Activation Die is pulled from the Unit Activation Dice Pool (friend or enemy Dice Pool), the Amarok can select a new Prey Unit in place of the originally chosen prey Unit.

