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MYTHIC AMERICAS:
WARLORDS OF EREHWON.

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OFFICIAL RULES UPDATE. 3/6/2022

Hello Mythic Americas, Warlords of Erehwon fans. The changes below will now officially replace the relevant sections of the printed and digital versions of the Mythic Americas, Warlords of Erehwon rulebook.

The Magic Miscast Table and Monstrosities Chart will no longer be used in casual or tournament play. Certain Special Rules are being removed from the rulebook as well, see the list below.

With the arrival of the Inuit Warband a few new rules are also being introduced. Please see the list below. The full text for the new Inuit Special Rules is available as part of the Inuit Warband roster. You can find that free download and all other warband rosters (also as free downloads) on the Resources section of the Mythic Americas website, mythicamericas.com

Magic Miscasts. The Magic Miscast Table will now be replaced by the following rule.

When a Magic User miscasts (by rolling a Ten when attempting to cast a Magic Spell), the caster will gain 2 pins and the spell the caster was attempting to cast will fail to do so.

Deleted Special Rules. These Special Rules will no longer be used:

- Allied Monster or Monstrosity.
- Bound Monster and Monstrosity.
- Ramshackle Contraption.

New Special Rules. These Special Rules are being introduced by the Inuit Warband:

- Hardy.
- Harpoon.
- Drawn Closer.
- Grounded.



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THE FOLLOWING PAGES REPLACE THE MONSTROSITIES CHAPTER
IN THE MYTHIC AMERICAS, WARLORDS OF EREHWON RULEBOOK.

MONSTROSITIES

The unit type we call ‘monstrosities’ covers a huge variety of very large monsters. One of the things that makes monstrosities different from all other units, is that they may have two or three order dice rather than one.

Because some monstrosities have more than one order dice they can take more than one action in a turn. This means, for example, a monstrosity unit could be given a run order with its first dice and make a 2M move, and subsequently be given an advance order with its second dice, move 1M and make ranged attacks. This is straightforward enough, but a few new rules are required to take account of it. These are described later in this section. To begin with, we’ll deal with the stats and damage charts for monstrosities.

MONSTROSITY STATS

Most monstrosities have a standard stat-line because they are a single creature, for example a Quetzalcoatl. If a monstrosity unit includes a rider or crew, we use a composite stat line in the same manner as a mounted Warlord level hero.

If a monstrosity has a rider it has no need of Initiative or Command stats because those of the rider (or crew if more than one rider) are used instead. It has its own Strength stat, which it employs to mete out its hand-to-hand attacks. The Quetzalcoatl attacks are administered by its claws, jaws and by stomping on its unfortunate victims.

Most importantly, the special column in a monstrosity’s stat-line states how many order dice the unit has. Though some monstrosities are MoD2, a few could even be MoD3. Monstrosities with even more order dice are theoretically possible, but not a practical proposition for everyday purposes, so we impose a limit of three for general play.

The rider or crew are listed separately. The reason for this is because some monstrosities can be given additional crew or crew can be upgraded or allocated special rules specific to them. Riders or crewmen always fight as if an individual model, with one ranged shot if suitably provisioned and one hand-to-hand attack unless specified otherwise

DOWN

If the monstrosity has not yet received all of its order dice this turn, take an order dice from the bag and give the unit a Down order. If the monstrosity has already been given all of its order dice, turn the current order to show Down. If the monstrosity’s current order dice is already Down turn its next most recent order to Down, and so on. If all of a monstrosity’s order dice are already Down there is no further effect.





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MONSTROSITY DICE

Some Monstrosities have two or sometimes three order dice as shown by their monstrosity dice value (i.e. MoD2 or MoD3).

Each turn a monstrosity unit can be given a number of orders equal to its MoD value.

When a new order is issued it becomes the unit's current action and previous orders are ignored.

Work out the unit's action each time it receives an order, as you would for any other unit, removing pins where appropriate.

At the turn end phase make recovery tests for dice that are Down as you would for other units, removing pins where appropriate.

Return order dice to the dice bag, leaving any retained down orders, ambushes or run orders as you would for any other unit. The most recently issued retained order carries over into the next turn as the current order.

GIVING AN ORDER

When a dice is drawn from the dice bag, the player can use it to activate any monstrosity that has not yet used all of its order dice.

Orders are issued and order tests taken in exactly the same way as with other units. A unit can be given any combination of orders, either the same order repeatedly or a different order each time, as the player wishes.

A monstrosity is always considered to be making the action corresponding to the most recently placed order dice. It is a good idea to leave the dice by the unit as they are played, left to right, with the current order on the right hand side so you can easily see what it is.

REMOVAL OF PINS

Pins are removed when orders are issued in the same way as for other units. This enables a monstrosity to lose more pins each turn than would an ordinary unit because it makes more order tests each turn.

DOWN ORDERS

If a monstrosity makes a Down action, either deliberately or as a result of failing an order test, this doesn't stop it receiving further orders that turn if it is entitled to them.

For example, a monstrosity might fail its order test and go Down with its first order, but pass its order test and Advance with its second. Both the Down and Advance order dice would be left in place with Advance as the current order.

If a monstrosity unit has Down orders at the turn end phase, test for each to see if it is recovered. Roll a D10 for each Down order and apply the same modifier to all the scores, i.e. -1 per pin the unit has at the start of the end phase.

Return successfully recovered order dice to the dice bag, and then remove pins from the unit as per the recovery results. This is the same as other units with a Down order, except that a monstrosity can potentially have to make more than one recovery test.

If any recovery tests are failed, leave those dice in place and carry the Down orders into the next turn as you would for any other unit. If a monstrosity begins a turn with a Down order as its current action it is 'Down' until it receives a further order and makes a different action.



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AMBUSH ORDERS

If you give a monstrosity an Ambush order this applies in the usual way until a further order is given. The Ambush ceases to apply as soon as a different order is given because the most recent order takes precedence and becomes the current action.

If a monstrosity has pins and a current Ambush order, it can be given a subsequent Ambush order without making an order test. This enables the unit to stay on Ambush without obliging it to make an order test. However, note that in this case no test is taken so no pin is removed.

If an Ambush is successfully sprung the unit's current action changes to match the chosen reaction. This is exactly how ambushes work for ordinary units with just one dice, and monstrosities are no different in this respect.

At the turn end phase, any Ambush orders the unit has can be returned to the dice bag except that a single current Ambush order can be retained if the player wishes.

If the unit also has one or more Down orders, it is acceptable to make the recovery test(s) first before deciding whether to retain an Ambush order. Bear in mind that because the current order is the one that counts, it is obviously pointless to retain an Ambush order if it is not the current order once recovery tests have been made to return Down orders to the dice bag.

FAST MONSTROSITIES AND RUN ORDERS

A monstrosity with the Fast special rule can also retain a Run order in the same way as other Fast units.

As with Ambush orders, a Run order can only be retained if it is the current order once any other dice have been returned to the dice bag. As with retained Ambush orders, it is acceptable to make recovery tests for Down order dice before deciding whether to retain a Run order or not.

