



MYTHIC EARTH

RULEBOOK

V1

A Mythicos Studios Project

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“In your hands you hold not a book, but a door.”

That is how the original Mythic Americas rulebook opened. That book was the culmination of a forty-year long personal journey. A journey that covered two paths, one a physical road traveled by sea and air (as an immigrant to America from Venezuela) the other, a spiritual one traveled by heart, mind and soul (fueled by my passion and dedication to learn as much as I could about my grandmother’s, my family’s and our shared Indigenous American heritage). The history of the peoples of the Yaracuy region of Venezuela, their stories, their customs, their mythologies. It did not take long for me to fall in love with everything concerning the indigenous peoples of not only Venezuela but of the entire Western Hemisphere.

So here we are. All these years later. Continuing to joyfully explore the mysterious worlds of Mythic Americas but now also embarking on another journey of discovery. This time with our very own, community-inspired and created ruleset. And no longer keeping our exploring ways limited to the Americas but expanding our horizons to the rest of the lands which make up the totality of sacred Mother Earth. Welcome to the wonderful world of Mythic Earth.

This document provides gamers with the rules for all Mythic Earth based tabletop battle games. Mythic Earth players fight for the Eternal Balance as mandated by the One. The countless battles fought by the Ruling Children, to maintain the Eternal Balance, span the entirety of Mother Earth, and involve ancient cultures from around the planet: Mythic Americas, Mythic Asia, Mythic Polynesia, Mythic Europe and Mythic Africa.

In these Core Rules you will find all the concepts and rules you will need to play the game, for example: How to build your Forces, Turn Phases, Unit Activations, Blessings, Scenarios, Magic, etc. These rules are designed to generate participation from the Mythic Earth gaming community. We welcome your input, and armed with your thoughts, ideas, and comments we will post errata on a quarterly basis, and an updated rulebook once a year. All rules, updates and needed materials such as game cards and rules-based documents will be available for free on the resources section of mythicamericas.com and mythicearth.com websites.

May you receive many blessings from the gods and in that way help to maintain the Eternal Balance. This is the Way of the One.

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1. Game Related Terms

The following sections will help you get grounded on the general terminology of the game as well as introduce you to the basic concepts which facilitate use of the key components that make up a player's Force, the Units.



1. **Games can be played at various point sizes.**
 - a. Skirmishes- Force of less than 1,000 points per side.
 - b. Battles for the Balance- Force of 1,000 points per side (recommended size for most games).
 - c. Mythic Battles- Forces of 2,000+ points per side.

2. **Model scale is 28mm.** Minis should be mounted on round and oval bases (from 32mm to 140mm). This is not mandatory but highly recommended. All Mythicos Minis models will be supplied with round or oval bases.

3. **Battlefield sizes (in feet).**
 - a. Skirmishes- 4' X 4'.
 - b. Battles for the Balance and Mythic Battles- 4'x 6'.

4. **Measurements are always done in inches.** Measuring can take place at any time and is always made by measuring from the closest Mini in a Unit to the closest Mini in the Unit being measured to.

5. **Force.** Each side plays the game with one Force.

6. **Units.** Each Force is composed of multiple Units. Each Unit is composed of a single, or multiple miniatures (**Minis**).

7. **Unit Types.** There are 6 Unit Types in the game. Units can be ground or air-based:
 - Humanoids.
 - Beasts.
 - Mounted Beasts.
 - Monsters.
 - Multitudes.
 - Behemoths.

8. **Six-Turn Game.** Game is played for six full turns.

9. **Game Cards.** Game Cards can be used as a game-playing aid:
 - a. Primary scenario cards (Balance of the Way).
 - b. Secondary scenario cards (Devotions to the Way).
 - c. Magic Spell Cards.
 - d. In-game Benefits and Unit Upgrade Cards (such as Blessings of the Way).

10. Unit Activation Dice (Six-sided / D6). These are six-sided dice used to mark which Units have attempted, succeeded or failed to perform their Unit Action(s).

11. Base Sizes. A Mini's base size is used to help in measuring such things as movement and shooting related Unit Actions. We use standard base sizes for all Minis.

32 Millimeters (mm).

Humanoids.

60 Millimeters (mm).

Beasts.

Mounted Beasts.

Monsters.

Multitudes.

140 Millimeters (mm)

Behemoths.

Base-specific Rules.

Bases can never overlap each other whether friendly or enemy Units.

No part of a Mini's base may overlap any table edge or Impassable Landscape Feature.

12.

11. "Within" and "Wholly Within"

"Within" means any part of one or more Minis' bases are touching a certain area, "Wholly Within" means all Minis in a Unit or the entirety of a single Mini, must be inside a designated area (such as a Landscape area for example).



A.- This unit is **Within** and **not Wholly Within**



B.- This unit is **Wholly Within**

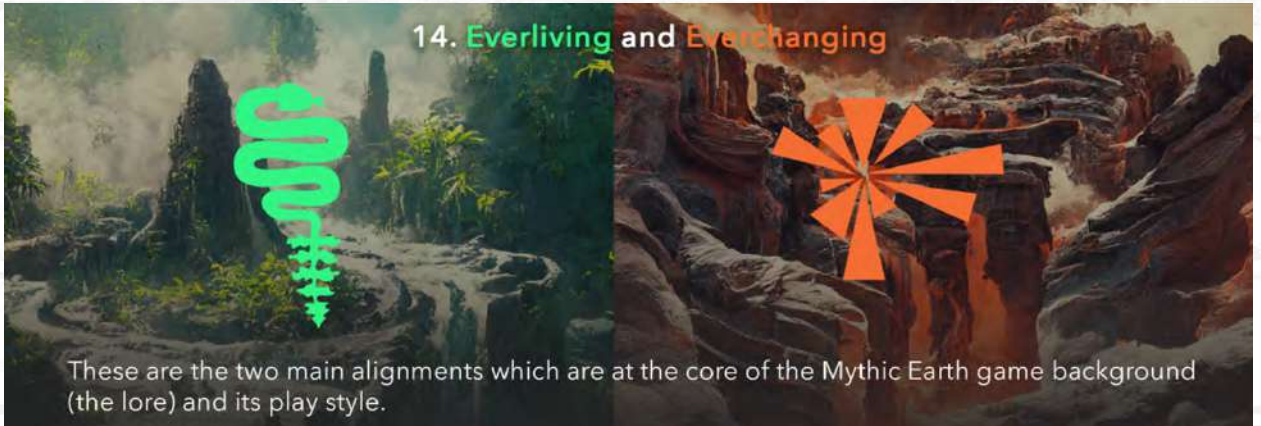


C.- This unit is **Wholly Within** because its sole base is 100% in the area.

13. Re-rolls. If a Re-roll is allowed by any rule, then you must re-roll all of the dice involved with the particular re-rollable dice roll. No dice roll can ever be re-rolled more than once.

14.

14. Everliving and Everchanging



These are the two main alignments which are at the core of the Mythic Earth game background (the lore) and its play style.

Before the battle commences, randomly choosing Everliving or Everchanging alignment is a key "Balance of The Way" play-style-driver in games of Mythic Earth.

Not knowing which of the two alignments a Force may be fighting for in any particular game of Mythic Earth means that most players will endeavor to build more **balanced** Forces, which would be more flexible and better able to compete and adapt to unpredictable battle conditions. Depending on a Force's randomly chosen alignment a Force will have access to different, (and specific to each alignment); Primary and Secondary Scenarios, Magic Spells, and Blessings of The Way.

15. The Way. Dual Scenario-driven Victory Conditions. Victory is achieved by accomplishing specific Battle Objectives as outlined in Primary Scenarios and Secondary Scenarios. Before the game begins, players randomly choose one of the two Way alignments. This choice gives the opposing Forces access to the **Devotions to The Way**, (secondary scenarios). Please note that the primary **Balance of The Way** scenarios are not alignment specific.

16. Blessings of The Way. Your, The Way choice, will also give your Force access to Blessings of The Way that are specific to one of the two main alignments. Blessings of The Way are exactly what the name implies; they are key rewards from the gods and demigods who rule the Everliving and the Everchanging.



Unit Data Points.

Each Unit has a standard set of Unit Data Points. These are used to facilitate Unit Actions. Unit Data Points are typically presented in Unit Data Cards, and these will include all of a Unit's relevant Data Points and Unit Options. Below is an example of a Unit Data Card.

TLALOCAN HIGH PRIEST: UNIT DETAILS.		POINTS VALUE: 101		UNIT OPTIONS.				UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID. HEROIC FIGURE. GENERAL.				EXTRA MAGIC SPELL FOR 10 PTS EACH UP TO A MAX OF 3 SPELLS.				1	
1X TLALOCAN HIGH PRIEST OR OTHER "GENERAL" MINI MUST BE INCLUDED IN AN AZTEC FORCE.									
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS.	
1X TLALOCAN HIGH PRIEST WITH DAGGER.		5	5	5	5	7	8	TOUGHENED. COMMANDER. EXTRA WOUND. MAGIC LEVEL 2. DREADFUL.	
4X TLALOCAN-BOUND DEAD WITH CLUBS.		4	5	5	5	4	6	UNDEAD. DREADFUL.	

Unit Competencies.

Unit Competencies are the Data Points that specify how adept a Unit is at performing Actions during the game. Each Unit Data Point will have a specific value(s) assigned to it. In the sample Unit Data Card above, the High Priest has a Brave (BR) Data Point value of 8 and React (RE) Data Point of 7.

Move (M): Designates the maximum number of Inches a Unit may move at any one time.

Shoot (SH): Used to determine Shooting proficiency.

Fight (FI): Determines Unit's Hand-to-Hand Combat ability.

Save (SV): Determines a Unit's chance to survive damage from an attack.

React (RE): Determines chance of performing certain Unit Actions or Reactions.

Brave (BR): Determines the ability of a Unit to perform Unit Actions and how a Unit fares psychologically during the battle.

Units with mixed Unit Data Point values.

Some Units in the game have Data Points which differ because one or more Individual Minis within the Unit has lower or higher Data Points. When required to

perform any value-based (i.e. a test that compares a die roll to a Unit-related number) always use the highest Data Point in the Unit.

Other Unit Data Point Card Elements.

Aside from a Unit's Competencies, a Unit Data Card will also list a number of other Game-related Data Points. Together, with the Unit Competencies, they provide all the elements that make each Unit a unique fighting force in Mythic Earth games.

Unit Options (UO). Unit Options are specific to each Unit.

Unit Activation Dice: How many Unit Activation Dice the Unit has available to it. Each Unit Activation die allows a Unit to perform one to two "Single-Action", Unit Actions or one "Double-Action", Unit Action.

Talents: Talents are unique abilities a Unit is blessed with, which grant it certain in-game benefits or advantages. There are no Unit Talents listed in this Core Rules document, instead these will always be found in each Unit's Data Card.

Generals. A Must Have Unit. Every Force must include one (and no more than one) Mini with the "General" designation. Generals will also always be Heroic Figures. Generals may be on foot or mounted. They can even be mounted on Behemoths. Aside from the General Mini no other Unit is mandated. So, Forces can be composed of any combination of Units available to it. Please Note that some Units, such as Behemoths, may be limited to only one per Force.





The following section will outline all the various rules that govern game-related mechanics such as: How to Activate your Units, Brave Tests, Movement, Shooting, Hand-To-Hand Fights, and Magic.

1. UNIT ACTIVATIONS, AND THE ACTIONS UNITS MAY PERFORM.

In Mythic Earth, as with all warfare, success on the battlefield is dictated by how a Force performs during the battle. In our game, a Force achieves victory through a combination of great generalship, as expressed through the Actions of the Force's various Units. This concept is managed during the game by utilizing **Unit Activation Dice** to control the activity of individual Units. We will cover this process in full detail in the "Playing The Game" section of this book (Page 34), but for now all you need to understand are the basic steps involved in generating, managing and using Unit Activation Dice during the game.

Unit Activation Process Summary:

1. A Unit Activation Dice Pool is built at the beginning of the Game and at the start of each subsequent Game Turn. This Pool is built by gathering all of a Force's Unit Activation Dice. Each Unit begins the game with a minimum of 1 Unit Activation Dice.
2. Unit Activation Dice are then used for Deployment AND for all Unit Activation Purposes.
3. After the deployment phase, Unit Activation Dice from a Unit Activation Dice Pool are taken from the Pool each time a player wants a Unit to attempt to perform Unit Actions.

Unit Action Types and Usage Guidelines.

A Unit may perform Single-Action, Unit Actions in any combination and order during its Game Turn, but it **can never perform the same "Single-Action", Unit Action twice when assigned a Unit Activation. The exception to this rule is that multiple, Single-Action Magic Spells can be cast by a Magic User. But the same spell can't be cast twice by a Force in a single Game Turn.**

Please note that some Unit Actions count as a Double-Action, Unit Actions and typically use up the entire Unit's, Unit Activation for that Game Turn. Below are the 14 Single-Action and Double-Action Unit Actions a Unit can perform when it successfully receives a Unit Activation and is assigned a Unit Activation Die.

Unit Activations are influenced by Unit Brave Status Markers.

Unit Brave Status Markers help in keeping track of how the Unit is doing. Unit Brave Status Markers can be any type of individual marker, peg, or chip, which gets added next to a Unit to keep track of how many negative modifiers it may have, and which will be applied to any Brave Data Point based dice roll the Unit may need to take. This can also be tracked using six-sided (D6s) or ten-sided dice (D10s), with each pip on the die counting as -1 when taking a Brave Test for example.

A Unit's ability to be able to perform **Unit Actions** during the battle depends on how they're faring physically and psychologically throughout the game. As a Unit suffers negative effects during a game (casualties for example) it gains Unit Brave Status Markers. Each Unit Brave Status Marker may impact whether a Unit can perform Unit Actions or even whether it stays in the battle at all. **Each Unit Brave Status Marker is deducted from a Unit's Brave Stat when a Unit Activation Test or Brave Test roll is required.**

Unit Activation Test to perform Unit Actions.

When a player wants a Unit to perform a Unit Action, the player must assign a Unit Activation Die from his Unit Activation Dice Pool to that Unit. This is a simple process:

- a. Upon a player's turn to activate one of his Units simply put a Unit Activation Die (six-sided die, 1D6) from the Unit Activation Dice Pool next to the Unit to indicate that the Unit is going to attempt to perform a Unit Action.
- b. In order for a Unit to successfully perform an Action(s) when given a chance during the game a **Unit Activation Test** maybe required by rolling a ten-sided die (1D10).
- c. This test is only needed if the Unit being asked to perform a Unit Action has any Unit Brave Status Markers assigned to it. If it has none it will perform whatever allowed Unit Action the player wants it to perform without taking a test.
 - i. **If a Unit Activation Test is needed** to be taken by a Unit, roll 1D10 and deduct -1 from the roll for every Unit Brave Status Marker assigned to it and compare the result to the Unit's highest Brave Data Point.
 1. **Pass.** If the roll is equal to or lower than the highest Unit Brave Data Point, then the test is passed and the Unit may perform the desired Action(s). Passing any test which uses a Unit's Brave Data Point will automatically remove one Unit Brave Status Marker from the Unit.
 2. **Fail.** If the result is higher than the Highest Unit Brave Data Point, then the test is failed and the Unit does not perform any Unit Actions. It instead becomes **Frozen** (see page 21) and gains one Unit Brave Status Marker. Its Unit Activation Die is assigned to it as if it had successfully passed the test and performed the desired Unit Action.
- d. **Units with multiple Unit Activation Dice.** Certain Units, such as some Behemoths or Heroic Figures, may have access to multiple Unit Activation Dice. **Note:** Each Unit Activation Die allows a single Unit to execute one to two "Single-Action" Unit Actions, or one "Double Action" Unit Action.

Unit Actions that Require Data-Point Based Competency Tests.

During the game certain Unit Actions may require that the Unit takes a Competency Data Point-based test. Competency Tests are taken by rolling and comparing the roll to a Unit's Highest relevant Competency Data Point. Competency Tests can be anything OTHER than a Brave Data point-based Test such as a Unit Activation Test. Competency Tests are taken by rolling one ten-sided die (1D10).

Pass: If the resulting roll (after any subtractions required by any game events such as magic affects) is equal to or lower than the relevant and Highest Competency Unit Data Point of the Unit taking the Test, then it is successful.

Fail: If the result of the die roll is higher than the relevant and Highest Competency Unit Data Point of the Unit taking the Test, then it Fails the test and the Unit can not perform the desired Unit Action. It does not, however, lose the opportunity to perform some other Action. If that other Unit Action requires another or different Competency Test, then it will need to take a new test to see if it can perform the Unit Action. **Competency Data Point-based Tests do not take into account any Unit Brave Status Markers a Unit may have assigned to it.**

List of Unit Actions available to Units.

1. **Move.** Allows a single Unit to move its standard movement. Single-Action.
2. **March.** Allows a single Unit to move twice its standard movement. Double-Action.
3. **Shoot.** Each Mini in the Unit can Shoot its allotment of shots once. The number of shots is defined by the weapon being used. Single-Action.
4. **Focused Shot.** Each model in the Unit can Shoot its allotment of shots once. Minis in the Unit can't perform any other Action. The Unit gets an increase of one (+1) to its Shoot Data Point to improve its chance of hitting with its Shooting attacks. Double-Action.
5. **Charge.** A Unit that performs a March Action to move into contact with an enemy Unit will initiate an immediate round of Hand-To-Hand combat. The benefit of declaring a Charge is that the Charging Unit adds one (+1) to its Fight value when attacking the enemy for the first round of a Hand-To-Hand Fight. **Charge-Throw.** Charging Units that have Thrown Weapons may throw them at the enemy that they are charging. Only Thrown Weapons can be used in this manner, so for example a Charging Unit may throw spears at the unit it is charging, but it may not shoot it with bows. The Unit receiving the Charge can use any Missile Weapon against the Charging Unit. The Charged Unit will simultaneously Fight back but receives no bonuses at all. Double-Action.

6. **Attack.** A Unit that is already engaged and involved in a Hand-To-Hand Fight may fight a round of combat. The opponent Unit does not get the opportunity to attack back, as it would in a Charge Action. Double-Action.
7. **Disengage.** A Unit may willfully choose to Flee! When a Unit is asked to perform a Disengage Action it will immediately disengage from a Hand-to-Hand Fight that it is involved in and Flee away from the enemy Unit and towards its own deployment zone or nearest table edge: Pick one, whichever is closest. The Unit does not continue its Flee movement in subsequent turns as if the Unit had been Fleeing due to a failed Brave Test but can do nothing else in that turn and becomes Frozen at the end of the Disengage Action. Double-Action.
8. **Cast Magic.** A Unit that contains a Mini with a Magic Level, may take an action to cast a spell. Multiple spells can be cast by a single Magic User if he or she has 2+ Magic Levels. One Spell may be cast per Magic Level, but no spell can be cast twice by Magic users during a Force's Game Turn. Each spell counts as a Single-Action. Please note: A Unit's attempt to Dispel a successfully cast enemy spell does not count as using an Action. Dispelling is considered a free Unit Action.
9. **On Alert.** Once put On Alert, a Unit cannot perform any additional Unit Actions in that and any following Game Turns, until after their "On Alert" trap is sprung, or when their next opportunity to receive a Unit Activation Dice comes; at which point the Unit may choose to no longer be On Alert and can choose to perform any Unit Action it is allowed to perform. The Unit Activation Die assigned to an On Alert Unit stays next to that Unit until the controlling player chooses to remove the On Alert status from that Unit, which he can do at any time he has an opportunity to assign a Unit Activation Die.

Once the Unit goes On Alert, the Unit "Sets up a Trap" and will then be able to perform any "Single-Action" Unit Action when an enemy within 10" successfully performs a Unit Action. Whatever the "Single-Action" Unit Action the On Alert Unit chooses to perform it can only ever be used against one enemy Unit, even if multiple enemy Units triggered the On Alert Unit's trap.

When the On Alert Unit is chosen to interrupt an opposing Unit's action, it must first pass a Competency Test based on its React Data Point.

If successful, the On Alert Unit performs one "Single-Action" Unit Action immediately, before the opposing Unit can finish its Unit Action. If the test is failed the Unit loses its On Alert status and its Unit Activation Die is removed and placed back into the Unit Activation Dice Pool. The enemy Unit will no longer be interrupted by the On Alert Unit and can finish its Action without disruption.

A Unit can only go On Alert as its second Unit Action unless it forgoes all other Unit Actions. Single-Action.

- 10. Countercharge for On Alert Units.** Countercharge is a unique Unit Action which allows a friendly Unit to react to an enemy charging Unit by itself Charging the oncoming enemy Unit. This Unit Action can only be taken by an On Alert Unit after passing its Competency (React) Test. If passed, the Countercharging Unit may immediately execute a Charge Action against a single Enemy Unit which is Charging it. If the React Test was not passed as part of the On Alert reaction, then the Unit getting Charged has no response to the Enemy's Charge other than fighting as part of the normal Hand-To-Hand Combat process.

If a friendly Unit is being charged by multiple Enemy Units, it must choose one Unit to perform the Countercharge against.

When countercharged the enemy Charging Unit loses any opportunity to perform a "Charge-Throw" as it Charges in, but still benefits from the bonus to its Fight Data Point due to making a Charge. The Counter-charging Unit also receives the same benefit to its Fight Data Point and likewise is not allowed to perform a "Charge-Throw" at the oncoming enemy Unit. Single-Action.

- 11. Regroup.** A Unit Activation Test taken by a Unit attempting to perform a Regroup Unit Action Ignores any Unit Brave Status Markers it may have assigned to it when taking the test. A Unit that Regroups rolls one six-sided die (1D3) and removes that many Unit Brave Status Markers from itself by taking and passing a Brave Test. Single-Action.
- 12. Lay Low/Take Cover.** The Unit hides, ducks, or kneels behind any type of Landscape feature or even out in the open by throwing themselves on the ground and lying flat, to minimize the damage from incoming Shooting Attacks. The Unit then becomes Frozen. Single-Action.
- 13. Capture/Claim.** Units must perform the Capture/Claim Action to capture objectives and score Victory Points. Single-Action.
- 14. Stop Fleeing.** A Unit that has not yet received a Unit Activation die, and is eligible to receive one, can attempt to Stop Fleeing by taking a Brave Test. Single-Action.

2. BRAVE TESTS.

As mentioned before Units may need to test their resolve to remain in the fight for various reasons; they may have suffered horrendous numbers of casualties from Shooting, they may be facing a terrifying Behemoth, or maybe they have lost a Hand-To-hand Fight. The procedure for taking a Brave Test is similar to that involved in taking a Unit Activation Test (page 16). As with Unit Activation Tests, each Unit Brave Status Marker is deducted from a Unit's Brave Stat when a Unit Brave Test roll is required.

Brave Tests are influenced by Unit Brave Status Markers.

As a reminder, Unit Brave Status Markers help in keeping track of how the Unit is doing. Unit Brave Status Markers are negative modifiers which are applied to any Brave Data Point based test the Unit may need to take. This is tracked by using six-sided (D6s) or ten-sided dice (D10s), with each pip on the die counting as -1 when taking a Brave Test for example.

A Unit's ability to perform **Unit Actions** during the battle depends on how they're faring physically and psychologically throughout the game. As a Unit suffers negative effects during a game (casualties for example) it gains Unit Brave Status Markers. Each Unit Brave Status Marker may impact whether a Unit can perform Unit Actions, Flees from Shooting or even whether it stays in the battle at all.

How to take a Brave Test.

This is a simple process:

Roll a ten-sided die (1D10) and deduct one (-1) from the roll for every Unit Brave Status Marker assigned to the Unit taking the Brave Test. Compare the rolled result to the Unit's highest Brave Data Point.

Fail. If the result is higher than the Highest Unit Brave Data Point, then the test is failed and the Unit will **Flee**.

Pass. If the roll is equal to or lower than the highest Unit Brave Data Point, then the test is passed and the Unit will automatically remove one of its Unit Brave Status Markers.

Brave Test Modifiers.

All modifiers are cumulative and are applied to the total rolled during a Brave Test:

- 1 for each Unit Status Marker on the Unit.
- 1 for being Frozen.
- +1 for each Heroic Figure within 10" of the Unit taking the Brave Test.
- 1 for Fleeing.

When are Brave Tests needed?

1. Unit is Frozen.

Frozen Units. The Unit may not execute any Unit Actions while Frozen. When Frozen it will remain so until it passes a FREE Brave Test to Unfreeze itself in the Clean-up Phase of any Game Turn. This Brave test does not require a Unit Activation Die to be assigned to the Unit.

Pass: Unit becomes Unfrozen, Any Unit Activation Dice assigned to the Unit are returned to the collection of dice available for use in the Unit Activation Dice Pool and the Unit can now be assigned Unit Activation Dice as normal.

Fails: Unit remains Frozen until the next opportunity to become Unfrozen. It retains any Unit Activation Dice which were assigned to it. Unlike a normal Brave Test the Unit does not Flee if it failed the Brave Test. It will just remain Frozen.

2. Unit is Fleeing.

Surpassing a Unit's Brave threshold during a Brave Test will cause it to Flee. Whatever the reason is for Fleeing, a Unit will always do the following:

- A Unit that Flees for any reason, will perform a **March** Double-Action. This Double-Action Unit Action is FREE and does not cause the unit to get a Unit Activation Die assigned to it. The Unit will always strive to Flee from the enemy which defeated it in a Hand-to-Hand Fight or which caused it to Flee due to damage from Shooting.
- The Fleeing Unit always performs as much of its March Flee Movement as possible, must perform it all if nothing impedes it, and does so directly towards its Force's initial deployment table edge.
- The Fleeing Unit Flees around Impassible Landscape areas, and Behemoth Minis.
- If the fleeing Unit has no place to go because all its paths are blocked by Impassible Landscape areas, or Behemoths, or another Enemy Unit then it will cease Fleeing and stop as if it had fled its full allowable Fleeing distance.
- Fleeing Units do not stop Fleeing until they have successfully benefitted from a Stop Fleeing Unit Action.
- If the Fleeing Unit encounters and makes contact with any table edge, then it is considered to be destroyed. Remove it and its Unit Activation Dice from the table.
- If a Fleeing Unit is Charged it will momentarily stop its Flee movement and accept the Charge. It will then fight as standard in the Charge process (simultaneously) but will do so suffering from a -2 Fight Data Point modifier for as long as it is engaged in a combat that came about for being charged. This negative modifier applies against all Units which may have charged it.
- If the previously Fleeing Unit, which was charged, manages to actually win the Fight that ensued the Charge, then it will immediately take a Brave Test WITHOUT any negative modifiers, and as always, will test on its highest available Unit Brave Data Point.

If at any time a Unit collects 50% or more (rounding up) than its highest Brave Data Point in Unit Brave Status Markers, then the Unit is automatically Destroyed. No Brave Test is taken, the Unit is unable to recover its morale and is removed from the table. **Example:** The High Priest example cited earlier in this book, the High Priest gathered 12 Unit Brave Status Markers he would be automatically Destroyed and he and his bodyguards (if any) would leave the battlefield. Remove the Unit and all its Unit

Activation Dice from the battlefield and the game. Set the Unit's Activation Dice next to the Turn Marker on your opponent's table edge.

Other Times When Brave Tests May Be Needed.

Brave Tests may need to be taken throughout the game for a variety of reasons, due to Unit losing 50% of its starting number of Minis for example. Those various Brave Tests needs will be covered in their specific rules section-Shooting Section in the case of above cited example.

Brave Tests to Stop Fleeing.

A Unit can attempt to Stop Fleeing via a "Stop Fleeing' Unit Action taken by itself or if ordered to do so by a nearby Heroic Figure. A Fleeing Unit can perform a Stop Fleeing Unit Action to stop Fleeing. The Unit can do so in any Game Turn, even in the same Game Turn in which the Unit started Fleeing, so long as it has not yet received a Unit Activation Die.

Any Heroic Figure may attempt to stop a single Fleeing friendly Unit if that Unit is within 10" of it and if the Heroic Figure has not yet received Unit Activation dice.

In this case the Brave Test is taken not using the Fleeing Unit's Brave Data points, but instead it is taken using the Heroic Figure's Brave Data Point. The Unit benefitting from the Heroic Figure's superior Brave Data Point, still applies any negative modifiers to the Brave test roll as normal. Please note that this rule is different (and improved) for Heroic Figures with the Command Talent. This Activation by the Heroic figure Counts as a Single-Action for the Heroic Figure that attempted to stop the Fleeing Unit from continuing its flight.

Brave Test is Failed.

If the Fleeing Unit is unable to stop Fleeing for any reason after which an attempt to do so was made by itself or a Heroic Figure's attempt on its behalf, then the Fleeing Unit will immediately begin another Flee move and Flee away from the closest enemy Unit and towards its own deployment zone or nearest table edge: pick one, whichever is closest.

Brave Test is Passed.

1. When a Unit stops Fleeing it will cease all further movement and stop 1" away from any friendly Units and more that 3" away from any enemy Units nearby.
2. If the Unit has not yet received any Unit Activation Die because it was helped to Stop Fleeing by a nearby Heroic Figure then it can perform any allowed Unit Action.
3. If instead the Unit Stopped Fleeing because it was successfully given an Activation Dice, then the no-longer Fleeing Unit may perform One Action with any needed modifiers.

3. MOVEMENT

How Movement Works.

The following rules govern all Movement a Unit wishes to make when it performs any Unit Action which requires for the Unit to move any number of inches. This may be a Move, March, Charge or even a Fleeing Unit Action. If the Unit moves any amount of distance, it will follow the Movement rules below.

Movement-related Unit Actions.

Each unit has a Movement Data Point (sometimes referred to as its Movement rate). Unless stated by a Unit-specific Talent or game rule, no Unit may ever move more than twice its standard Movement rate.

Movement is always measured from the base of a Mini. If the Mini does not have a base, Movement is instead measured from the Mini's torso or body's midsection if it doesn't have a torso.

No Mini in any Unit may move closer than 1" to any Enemy Unit at any time unless it is going to attack that Unit in a Hand-to-Hand Fight by declaring it is going to Charge the Enemy Unit.

Units may move thru friendly Units of the same size as itself, with the exception of Behemoths. Behemoths can move through any type of Unit, even other Behemoths. But if a Behemoth does so, it will undoubtedly create havoc and cause damage to its erstwhile allies. Thus, a Behemoth moving through friendly Units may cause the following possible damage to those Units. Determine the number of Hits inflicted on the Unit being passed through by the Behemoth and roll to save as normal for any Hits inflicted:

- 1D6 Hits to Humanoids, Beasts, Mounted Beasts, and Multitudes.
- 1D3 Hits to Monsters.
- 1 Hit to Behemoths.

Units can move freely over any obstacles that are not taller than the tallest Mini in the Unit. The height is compared at eye-level of the Mini.

Landscape Types.

Movement can be reduced depending on the type of landscape the Unit is moving through. But to keep it simple there are only 3 types of Landscapes and of those only 2 types of Landscapes will negatively impact a Mini's Movement.

1. **Open Landscape.** Does not affect a Unit's Movement.
2. **Difficult Landscape.** Reduce Unit's Movement by 25% (rounding up) as soon as the Unit reaches the Difficult Landscape. Resume normal Movement rate once all Minis in the Unit are Wholly outside of the Difficult Landscape.
3. **Impassible Landscape.** No Movement through this type of Landscape is allowed. Units that Fly can move freely over all types of Landscape but cannot land in an area denoted as Impassible Landscape.

Flying Movement.

Units which have the Unit Talent “Fly” in their Unit Data Card can move over all types of Terrain Landscapes and all Unit types in the game.

- Flying Units can only attack or be attacked by other non-flying Units in a Hand-To-Hand Fight by “Landing” to attack on the ground. They can however attack other Flying Units so long as the enemy Flying Unit is also Flying. If the Enemy Flying Unit is on the ground, then the friendly Flying Unit will need to Land to attack it.
- Flying Units never receive cover bonuses and can be shot at any time by any Unit which has the Shooting Attack range to reach it.
When a Flying Unit loses combat and flees it does so after taking flight, so it counts as Flying.

4. SHOOTING.

How Shooting Works.

- All Unit types always benefit from a 360° field-of-fire.
- Minis may freely rotate at any time to face the target of their Shooting Action. This free rotation does not count as a Unit Action.
- Units may only Shoot once per Unit Action, unless a specific weapon shows that each Shooting Action is more than a single shot. If this is the case the Shooting Unit will have a Data Point assigned to its Shooting weapon that reflects its ability to generate multiple shots. This fact will be expressed by a Data Point addendum to the weapon such as “X Shots”, the “X” representing the possible number of Shots the weapon will produce.

Line of Sight.

- Draw line of Sight from the Shooter Unit’s base. Measure for each Mini in a Unit and each Mini must be able to partially see at least one Mini in the target Enemy Unit it is shooting at.
- Minis see and Shoot without hindrance thru Minis in its own Unit, and other Friendly Units, except Behemoths or Massive Units.
- All Minis in a Unit must Shoot at the same target Enemy Unit.

Landscape Features, Behemoths, Massive and Enemy Units Obscure Line of Sight.

- If the majority number of Minis (rounding up) in a Unit is partly obscured by any type of Difficult or Impassible Landscape feature, or by any Enemy Mini, then it will obscure Line of Sight to the Minis behind such Landscape or Mini.
- Any casualties caused to the target Unit must be removed from those Minis which are not obscured at all and fully visible to the Shooter. If all visible Minis are removed due to the shooting, and there are more successful shots, but the remaining enemy models are hidden by the obscuring Landscape then the excess shots are discarded.
- Units on the same Force or Minis in the same Shooting Unit are not considered obscuring Landscape features and thus do not negatively affect a shooting Unit’s chances of hitting the enemy. The only exception to this rule is that friendly Units with the Massive Unit Talent and Behemoths will obscure a friendly Unit’s shots targeting any enemy unit beyond it.

Roll to Hit with a Unit’s Shots.

Roll one ten-sided dice (1D10) for each Mini armed with a ranged-weapon (rock, bow, etc.), add or deduct any modifiers and compare it to the Highest Shoot Data Point in the Unit. A roll equal to or below the highest Shoot Data point in the shooting Unit counts as a successful Hit on the enemy Unit.

Hitting with a Shoot Template. Shoot Templates are 3” diameter circle templates. Any models in a Unit even partially touched by the Template’s final position on the battlefield

is considered to have been successfully Hit. Please note that 3" templates are allowed to Hit Multiple Units with one Shot.

There are several factors which will impact how successful a Unit is at hitting their target. Each relevant factor must be considered if applicable for each shooting attempt by a Unit. All modifiers are either additions or subtractions from the D10 dice roll attempt at shooting:

- 1 against Target Units obscured by any Enemy Unit, Landscape Feature, enemy or friendly Behemoth, or Massive Unit (enemy or friendly) makes shooting at them more difficult, so any Shots at such a target Unit are at a negative modifier of -1 for each Obscuring feature.
- 1 against Units which are Charging, Counter Charging or Fleeing.
- 1 for Long Range (target Unit is over 50% of the shot's maximum range).
- 1 If Unit shooting has stopped Fleeing in that Game Turn.
- 1 for Unit Laying Low/Taking Cover.
- 1 vs. Dreadful Unit.
- 1 When Shooting a Fleeing Unit
- 2 for Overhead shot.
- +1 for Focused Shoot.
- +1 for shooting at a Behemoth or Massive Unit.

Unit Brave Status Marker Added When Enemy is Successfully Hit.

One or more successful hits will add only one Unit Brave Status Marker on the targeted Enemy Unit. Only one Unit Status Marker is ever added to a target Unit per volley from single shooting Unit. No matter how many shots were successful or how many casualties the unit being shot at suffers. A target Unit may gather multiple Unit Brave Status Markers per Game Turn as it may be shot by multiple enemy Units.

Unit Hit Rolls for Saves.

For every successful Hit inflicted on a Unit by an enemy attacker, the defender rolls one ten-sided die (1D10). If the result is equal to or less than its highest Save Data Point, then the model successfully saves the wound. Save rolls are negatively modified by the attacking weapon's Strength Data Point (all weapons have a Strength Data Point that ranges from 0-4. The strength of a weapon is DEDUCTED from a hit Mini's Save Value).

Overhead shots.

Certain Units may be able to shoot at targets which are hiding behind Landscape Features. These Units always do so with weapons that use a **3" radius Shoot Template** to hit the enemy. Overhead shots use all of the steps used for making normal Shooting attacks including all modifiers required for a Shot to hit the enemy Unit.

Additional die roll needed for Overheard Shots (known as the Missed Overhead Shot Roll). If the shot misses it will still land but not where intended, with some luck it may land somewhere around the targeted Unit where it will still have a meaningful impact on the enemy.

Roll one six-sided die (1D6) at a point near or on the targeted Unit and move the missed shot the number of inches rolled on the die and the direction indicated by the Die-compass table below.

Die-compass table:

The opposite side of the Battlefield is always considered True North for the Shooting player. The D6 rolled is your compass with each face indicating the straight-line direction from the original chosen target spot the missed shot will move in.

Roll of 6 True North (enemy deployment table edge).

Roll of 2-3 East.

Roll of 4-5 West.

Roll of 1 South (friendly deployment table edge).

Once the direction and distance of the missed shot is determined as per the steps above, draw a straight line in that direction. Any Unit's Minis (friend or foe) which are passed by that straight line are considered to have been hit. Roll for Saves as normal.

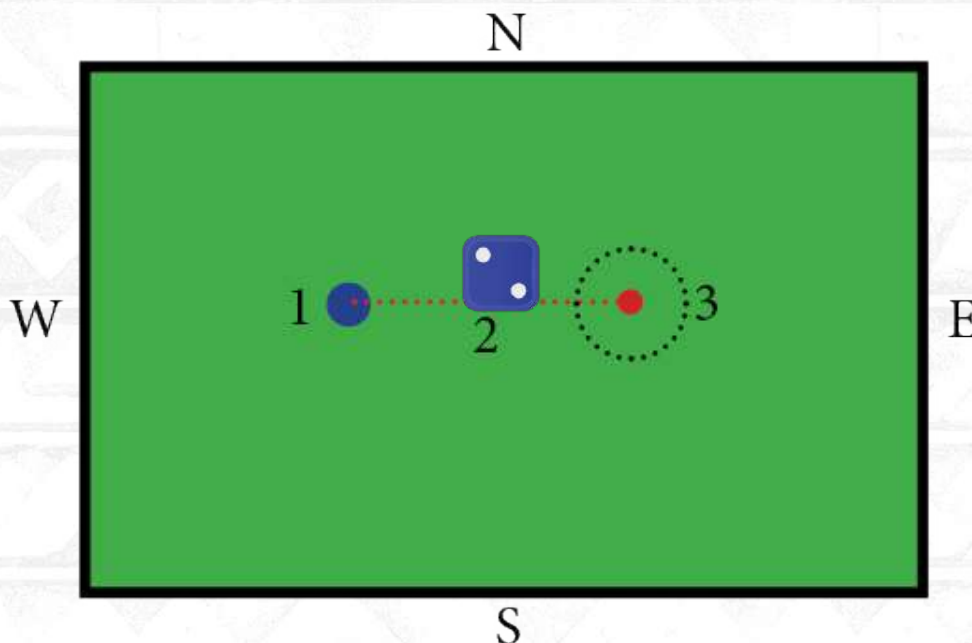
At the final distance point rolled on the die, place a 3" template. All models under the template are hit, even if only partially touched by the template. Roll for Saves for the Hit Unit as normal.

Example of Missed Overhead Shot Roll:

In the example below, the Shooting player has chosen the spot where he wished the original shot had landed **(1)**.

He then rolled a "2" on one six-sided die, that is the distance and direction **(2)** of the errant shot, which now moves 2" to the East of the intended target spot.

Now at the 2" distance point **(3)** a 3" template is placed (dotted circle on image below).



Brave Tests due to casualties caused by Shooting Attacks.

When a Unit is successfully Hit by a Shoot Attack and suffers casualties from such an attack then it will need to take a Brave Test if the Unit is brought to below 50% of its starting number of minis.

Such a Unit must take a Brave Test as soon as it reaches that level of casualties. Note that this can happen multiple times in the same turn.

- a. If the Unit fails the Brave Test, then the Unit Flees and gains an additional Unit Brave Status Marker.
- b. If the Unit passes the Brave Test, the Unit does not Flee. It removes a single Unit Brave Status Marker.

Shooting Weapons Chart.

Weapon	Short Range	Long Range	STR	Special Rules
Bow	0"-10"	10"-20"	NA	NA
Sling	0"-10"	10"-20"	NA	2 Shots per model if Unit given Focused shot Action
Atlatl	0"-10"	10"-20"	2	Unit gets +1 to SH
Huaraca	0"-10"	10"-20"	2	NA
Javelin	0"-10"	NA	1	NA
Insults and Trickery	0"-10"	NA	NA	Unsaved Hits add Unit Brave Markers to target unit. 1 per unsaved wound.
Thrown Rock	0"-10"	NA	NA	Used in hand-to-hand fight
Behemoth Thrown Rock	0"-10"	10"-30"	6	Overhead Shot
Monster Thrown Rock	0"-10"	10"-25"	3	NA
Aylus	0"-10"	NA	NA	Any Unsaved hits Reduce target Unit movement by a total of 4" and target Unit can't march until the next Game Turn. Does not affect Behemoths. Aylus will further hamper flyers as unsaved hits will also ground the flyer.

5. HAND-TO-HAND FIGHT.

How Hand-To-Hand Fights Work.

Units can perform Hand-To-Hand Unit Actions and engage in combat with the enemy after the Unit Charges, or Countercharges, or chooses to perform an Attack Unit Action.

Charge Unit Actions.

When a Unit Charges, it performs a Hand-to-Hand Fight at the end of the Charge Unit Action and engages an enemy in a melee. The melee is resolved immediately upon the Unit making contact, with its Charge Action target. The charged Unit will also fight during this Hand-to-Hand Fight even if it did not Countercharge. The attacks from the Charging and Charged Units take place simultaneously. The attacks by the charged Unit are a Free Unit Action and do not require for the charged Unit to use a Unit Activation Die. To make a Charge simply measure from the closest friendly Charging Unit Mini to the closest Mini in the Enemy Unit being Charged. If the distance is equal to or below the March Action range of the Charging Unit then the Charge is a success.

Please keep in mind that any Move modifiers for the Charging Unit must be applied to the measurement needed for the distance to be covered by the Charging Unit, thus for example if a Charging Unit was 12" from an enemy Unit but the Chargers needed to cross over Difficult Landscape it would not be able to Charge in as the Difficult Landscape would reduce the Charging Unit's maximum movement by 2".

Once you've determined that the Unit being Charged is reachable, simply move the Charging Unit into contact with the Enemy. Move all of the charging Unit's models into contact with the charged Unit. Only a single target Unit can be charged at a time. Even if the Unit is Charging into a multiple Unit Combat. If so, just pick one of the available enemy units to Charge.

Who Can Charge?

- Any Unit not already engaged in a Fight.
- Any Unit not Fleeing.
- Any Unit which has not performed any other Unit Actions.

Who Can Attack in a Hand-To-Hand Fight?

- Charging and Charged Unit.
- Charging and Countercharging Unit.
- Unit that is assigned an "Attack" Unit Action.

Multiple Unit Fights Possible.

Hand-To-Hand Fights can involve multiple Units per side. Up to a maximum of two Units per side, for any given combat.

Hitting the enemy in a Hand-to-Hand Fight.

To Hit in a melee simply roll one ten-sided die (1D10) per Mini in the Charging Unit and compare the dice rolled to your Unit's Fight value. If the Roll is equal to or less than the attacking Unit's Fight (FI) value, then the attack is successful. Some Units may have multiple attacks per Mini. In this case the Unit in question will have under its Unit Talents section in its Unit Data Points Cards a value of 2XFI, 3XFI and so on.

The following modifiers apply when calculating the one ten-sided die (1D10) roll to successfully hit in a Hand-to-Hand Fight:

- +1 Fight for Charging.
- + or (-) for special rule (such as a weapon's +FI bonus).
- +1 Fight for Countercharging.

Unit Hit Now Rolls for Saves.

For every successful hit inflicted on a Unit by enemy attackers, the defender rolls one ten-sided die (1D10). If the result is equal to or less than its highest Save Data Point, then the model successfully saves the wound.

Negative Save Modifiers applied to Save Rolls.

Save rolls are negatively modified by the attacking weapon's Strength Data Point. All weapons have a Strength Data Point that ranges from 0-4. The strength of a weapon is DEDUCTED from a hit Mini's Save Value:

- 1 Per Weapon's Strength Data Point.

Positive Save Modifiers applied to Save Rolls.

A Unit's Save roll is positively modified if the Minis in that Unit are equipped with any type of armor or are within or behind a Landscape terrain area. Add to the Unit's Save Die Roll:

- + 1 Light Armor.
- +2 Heavy Leather Armor.
- +1 For being in Obscuring Area Landscape.

Choose winner.

For every wound a Unit suffers from a Hand-to-Hand Fight add one Unit Brave Status Marker to the Unit. The Unit which caused the most Wounds during a Hand-to-Hand Fight, as reflected by the final tally of Unit Brave Status Markers on both participating Units is the winner of that particular Hand-to-Hand Fight.

Winner Consolidates.

If the enemy Unit loses the Hand-To-Hand Fight and Flees the winning Friendly Unit will make a free Move Unit Action in any direction it chooses. This consolidation free movement follows all of the rules for Movement, i.e. Unit must stay 1" away from all other Units for example.

Loser Takes a Brave Test.

Unit losing a Hand-to-Hand Fight immediately takes a Brave Test.

Brave Tests from losing a Hand-to-Hand Fight.

Take a Brave Test for a Unit that loses in a Hand-to-Hand Fight.

- a. If the Unit **Passes** the Brave Test, it remains Locked in the Hand-to-Hand Fight. Remember to remove one Unit Brave Status Marker from the Unit.
- b. If the Unit **Fails** the Brave Test the Unit will gain a Unit Brave Status Marker and it will immediately Flee from the combat and do so at double their Movement Data Point in inches toward the closest friendly deployment edge and away from the enemy Unit it just fought.

The Unit is now considered to be Fleeing. In subsequent Game Turns, the Unit may be able to rejoin the fight by passing a Brave Test just as if it was testing for losing a Hand-To-Hand Fight.

Hand-to-Hand Weapons Chart.

Weapon	STR	Special Rules
Rock	NA	Can also be thrown as ranged weapon. Max Range 10" Thrown Weapon
Club	NA	NA
Tomahawk	1	Permanent +1 to Fight Value.Can be used as a ranged weapon at short range only. Thrown Weapon.
Knife or Dagger	1	NA
Fist	NA	NA
Copper Headed Axe	2	Permanent +1 to Fight Value as if user was Charging or Countercharging.
Axe,Sword,Mace	1	Permanent +1 to Fight Value as if user was Charging or Countercharging.
Macana	NA	Permanent +2 to Fight Value as if user was Charging or Countercharging.
Macuahuitl	2	Permanent +1 to Fight Value as if user was Charging or Countercharging.
Huge. Macuahuitl	3	Permanent +2 to Fight Value as if user was Charging or Countercharging.
Spear	1	Thrown Weapon. Max Range 10"
Heavy Spear	2	Thrown Weapon. Max Range 6"

6. MAGIC.

How Magic Works.

Magic plays an important role in all Mythic Earth games. Any magic spells, magic weapons or any other magic-related Unit Options will be included in the Unit Data Point Card or Force Lists.

Magic Users.

In Mythic Earth there are a variety of Magic User Units. Throughout the rules we will use various terms for such Magic Users, but whether we refer to such a Unit or Mini as a wizard, sorceress, shaman, or mystic they all follow the same rules for casting and dispelling Magic spells.

Magic Levels and number of spells known by a Magic User.

- All Magic Users will have a Magic Level. This is the level of expertise of the Magic User. Magic levels range from 1 to 3 but **can** be brought up to even higher Levels depending on various Unit Talents or Force specific bonuses.
- A Magic User **can** only know one magic spell per his or her Magic Level.
- A wizard **can** attempt to cast each of his spells once per Unit Activation. For example: A Magic Level 3 Wizard can attempt to cast 3 spells per Unit Activation if it has enough Unit Activation Dice to do so.
- Magic Spells are Alignment specific, so spells are chosen **AFTER** alignment is randomly assigned before the game starts. Magic User then chooses what spells to bring into battle.

Who Can and Can't Cast Magic Spells.

A Magic User **can** cast spells by using the Cast Unit Action. It can cast one spell per Single-Action "Cast" Unit Action.

A Wizard **can't** cast or dispel spells if it is involved in a Hand-to-Hand Fight or is Fleeing or is Frozen.

A Wizard **can't** cast magic spells into a Hand-to-Hand Fight at all.

How to cast magic spells.

Each spell has a Casting Value associated with it. When a wizard is assigned a Unit Activation Die it can choose one of its known spells and attempt to cast that specific spell.

The casting player rolls two ten-sided dice (2D10). If the result of the dice roll is equal to or less than the casting value of the spell, the spell is cast, and his opponent may immediately attempt to dispel the spell.

If the spell is successfully cast and not dispelled, the effects take effect immediately. Once resolved (whether successful or not) the wizard can attempt to cast another of his available spells.

Dispelling Spells.

Dispel attempts can only be made if a player has any Magic Users on the battlefield, and if a magic user is no further than 20" from the Unit who successfully cast the spell.

When a Magic User successfully casts a spell, a Magic User in the opposing Force may attempt to nullify the enemy wizard's efforts and dispel his or her magic. Any Magic User can be chosen to attempt dispels as many times as the Magic User's level. For example, a Level 3 Magic User may attempt to dispel up to 3 times in a Game Turn.

How to dispel a spell.

When attempting to dispel an enemy spell, the dispelling player rolls two ten-sided dice (2D10). If the result of the dice roll is equal to or less than the total casting value rolled by the enemy Magic User who successfully cast the spell, then the spell and all of its effects are negated. As noted above, but worth remembering, the dispelling Magic User must be within 20" from the Mini who successfully cast the spell to attempt to dispel a magic spell.

Magic Spells as Magic Missiles and Line of Sight.

Any spell which is described as a Magic Missile requires that the casting Magic User has Line of Sight to at least one Mini in the target Unit. If the spell is successfully cast and not dispelled by his enemy, the effects of the spell are applied immediately and affect the entire Unit, not just visible Minis in the target Unit.

Auto Cast.

Whenever two ones are rolled when attempting to cast a spell, the test is automatically successful and no dispel attempt may be taken by the Magic User's enemy.

Auto Dispel.

Whenever two ones are rolled for a dispel attempt, that spell is automatically dispelled but not if the casting value was itself a double one.

Magical Feedback.

Whenever two tens are rolled for a single cast or dispel attempt, the magic forces a Magic User was attempting to utilize will run amuck and create a negative Magic-Feedback which impacts the casting or dispelling Magic User:

The casting or dispelling Magic User immediately receives two (2) Unit Brave Status Markers.



The following section goes through a step-by-step explanation of how the game is played, starting with the Phases of the game, followed by the Deployment, Game Turns 1-6, and Clean Phases.

1. PLAYING MYTHIC EARTH GAMES USING THE WAY.

Mythic Earth games are centered around the concept of “Maintaining the Sacred Balance, as mandated by the One”. In our worlds some of the Ruling Children (humans) refer to this mandate and all the cultural, historical and mythological aspects of that dictum simply as *The Way*.

The Way expresses itself in games of Mythic Earth as a simple game mechanic that allows for Forces to play under one of the two main Alignments which are the cornerstone of the Mythic Earth mythos:

The Everchanging.
The Everliving.

Randomly choosing one of the two Ways will also give your warband access to **Devotions to The Way**, (secondary scenarios), which are objective-driven scenarios that set additional parameters for each game within Mythic Earth. These secondary scenarios along with the primary **Balance of The Way** scenarios (which are not alignment dependent) are tailored to be rich in the lore of the Mythic Earth worlds, such as Mythic Americas, and as a result create a very cinematic gaming experience.

This dual-balance-driven scenario approach, The Way, also introduces a strategic complexity to the game, which we think makes battles within Mythic Earth a very challenging and fun play experience.

Your, The Way random choice, will also give your Force access to **Blessings of The Way** (rewards from the gods and demigods who rule the Everliving and the Everchanging) and your Magic users will also be able to choose **Alignment Specific Spells**.

2. PHASES OF THE GAME.

1. Pre-battle Set Up Phase.
2. Deployment Phase.
3. Game Turn Phases 1-6.
4. Game Turn Clean up Phase.

PHASE 1. PRE-BATTLE SET UP.

1. Choose a Force (Incas, Aztecs, Inuit, etc.) and point level (Force size) for Forces: 1,000 pts per side makes for a game time length of about one to two hours. Remember that every Force **MUST** include one Mini denoted as the Force's **General**.
2. Randomly choose The Way for your Force to follow and adhere to in battle: Roll one ten-sided die (1D10). Highest roll wins and chooses which of The Ways to play under. Keep rolling in case of a tie until one player gets a higher roll and wins the roll-off. Loser of roll-off chooses Balance of The Way (primary objective)
3. Choose Balance of The Way (primary objective). **See above.**
4. Place terrain as per the Balance of The Way scenario. Roll 1D10, winner of roll off chooses table side to deploy their forces.
5. Ready your hand, select your cards. You will have a number of cards which will get smaller as the game progresses. You will start the game with one Balance of The Way card, one Devotions to The Way card, and six Blessings of The Way cards, and a variable number of cards which represent the spells available to your Magic Users. Card choosing steps:
 - + As per step 2 above, Player who did not win alignment choice chooses the Primary Objective scenario (Balance of the Way).
 - + Choose a Devotions to The Way. Each player deals himself three Devotion cards face down on the table from all of his alignment specific available choices, and picks one in secret.
 - + Add six Blessings of The Way cards to your hand.
 - + Choose your spell cards.

Note on use of cards. You do not strictly need to use cards, as all of the Scenario types and core Blessings are included in this PDF. All Unit specific Blessings and spells are also included with the Mythic Americas (Earth) models or at mythicamericas.com.

Blessings of The Way Rules.

There are six Everliving and six Everchanging Blessings of The Way.

Each Blessings of The Way is one-use-only and only one Blessings of The Way can be used per turn. In other words, once you use a particular Blessings of The Way you can't use it again in the game.

You can only use the Blessings of The Way listed under the alignment your Force represents, thus a warband fighting under the banner of the Everliving could not use a Blessings from the Everchanging table.

Discard any Blessings of The Way card (or marked as used on a list of your available Blessing) that was used in a game turn. We suggest turning it over with the text side down and setting the card aside to show that it has been used. You can use a Blessings of The Way at any time during your turn or the opponent's turn. You do not have to use a Blessings of The Way.

EVERLIVING BLESSINGS OF THE WAY					
<i>After a friendly Unit is assigned a Unit Activation Die Add back D3 models to that unit.</i>	<i>Automatically pass a Brave Test.</i>	<i>Cancel an enemy's Countercharge Action.</i>	<i>After any Friendly Unit is assigned a Unit Activation Die make a free Move.</i>	<i>A Heroic Figure can attempt to Regroup a Friendly Unit within 20" not just 10".</i>	<i>Remove D3 Unit Brave Status Markers from any Friendly Unit.</i>
EVERCHANGING BLESSINGS OF THE WAY					
<i>Change one of your Unit Activation Dice in your Unit Activation Dice Pool value up by one.</i>	<i>When taking a Brave Test due to Losing Combat or suffering from shooting, ignore all Unit Brave Status Markers. Do Not remove the Unit Brave Markers just ignore them for the test</i>	<i>Before taking any Unit Activation Test ignore all Unit Brave Status Markers. Do Not remove the Unit Brave Markers just ignore them for the test.</i>	<i>Perform a free March Move with any friendly Unit which has already received a Unit Activation Die.</i>	<i>Target any Enemy Unit which has Unit Brave Status Markers on it. Remove one from that Unit, but that Unit must immediately take a Brave Test as if the Unit had lost a Hand-to-Hand combat.</i>	<i>Cancel one enemy Dispel attempt.</i>

PHASE 2. DEPLOYMENT.

Building the Unit Activation Dice Pool for Deployment.

As noted in the rules above each Unit will have an inherent, one or two, Unit Activation Dice assigned to it. These dice are used to build the Unit Activation Dice pools for both players, which allow for random deployment, and during Game Turns, assigning Units their Unit Activations. This process ensures that Mythic Earth games are not “you go, I go” games. The added random activation process is yet another way we try to encourage a more balanced approach to Force list-building and game play.

1. Place all Unit Activation Dice for both Forces in each player’s Deployment Zone (this is your Force’s Unit Activation Dice Pool).

Each Unit gets a minimum of one Unit Activation Die assigned to it, for example, a Force with seven Units would have seven Unit Activation Dice. Most units will have a single Unit Activation Die, but as noted above, some Units may have two or more Unit Activation Dice per turn, in which case, all of a Unit’s Activation Dice get added to the roll.

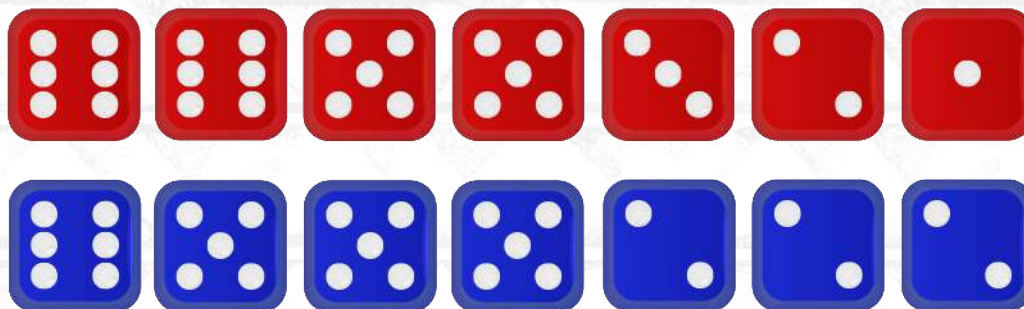
2. When a Unit is destroyed its Unit Activation Die (or Dice if the Unit has more than one) gets removed all together and placed in the opponent’s side of the table. This helps to keep track of how many Units have been destroyed during the game. Sometimes the number of destroyed Units may be used as a tie breaker or as part of the Victory Conditions of a Primary or Secondary Scenario.

Force Deployment.

- a. After building the Unit Activation Dice Pool as per the steps above, each player rolls ALL of their Forces’ Unit Activation Dice together.
- b. Once the Unit Activation Dice pool is rolled, each player lines up the dice in descending order, starting from 6 down to 1, on his side of the table.
- c. The player that rolled the most ‘6’s “wins” the roll, and can choose to begin deployment first, or he can give the honor to his opponent of beginning deployment, but only if the other player has the option of doing so, in other words if the other player also rolled at least one 6 during his Unit Activation Dice pool roll. If no 6s were rolled by either opponent, then work your way down to the next highest die number until one player is the one with the highest value rolled. If by an extremely unlikely chance both players roll the same sequence of dice and therefor have a tie then simply re-roll all of the Unit Activation Dice Pool dice until there is a winner.
- d. Now the deploying player takes a D6, starting from the highest value available, and deploys one Unit of his choice. Then the next player takes a D6 and deploys a Unit of his own. Alternate in this way until all 6’s (or highest available value from both sides) have been used. If one player

runs out of 6's before his opponent, he must skip his deployment and his opponent will deploy multiple Units in a row if he has more 6s. Once all 6s are used, move to 5s, the 4s, and so on down to 1s. Repeat this process until all of the Dice in the Unit Activation Dice Pool are used up.

- e. Please note in case of a tie; meaning the same number of 6s (or 5s, 4s, etc.) rolled was the same by both players, see which player has the most dice of the next highest value, and that player becomes the winner of the Unit Activation Dice Pool activation roll.
- f. Leave the Dice used for this initial deployment next to the Units that were deployed. These are the Dice which will dictate in which order Units will be given Unit Activation orders.
- g. Units now are assigned Unit Activations. See below for steps on doing so (starting with bullet point 3).

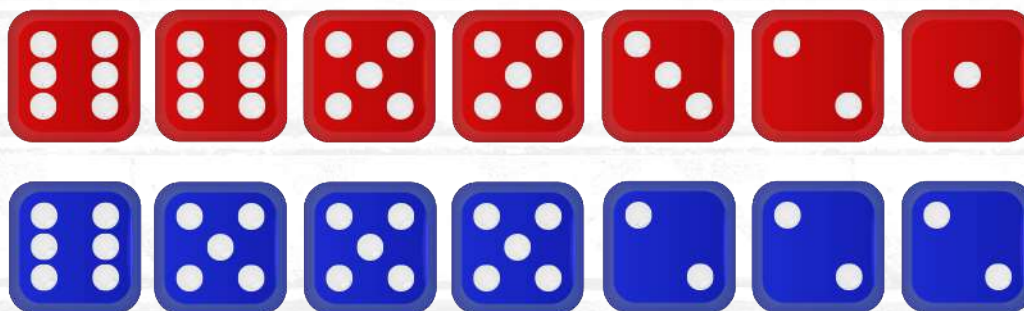


Sample of Unit Activation Dice Pool roll for deployment at beginning of game: Red dice Player would deploy first using up one of his 6s. Followed by Blue dice player. As Red player has more 6s, Blue player will need to wait till Red player is done deploying all of his 6s. In this example, once all 6s are used up by both players then it would be Blue player who would next deploy a Unit followed by Red player until all Red player 5s have been used up.

PHASE 3. GAME TURNS 1-6.

Unit Activations after initial deployment.

1. As per the rules above, build your Unit Activation Dice pool.
2. Roll Unit Activation Dice pool.
3. Now the player with the most 6's rolled takes a D6, starting from the highest value available, and attempts to give one of his Units a Unit Activation (take a Unit Activation Test if needed).
If the Unit successfully receives a Unit Activation, then it performs its Unit Actions. Please note in case of a tie; meaning the same number of 6s (or 5s, 4s, etc.) rolled was the same by both players, see which player has the most dice of the next highest value, and that player becomes the winner of the Unit Activation Dice Pool activation roll.
4. Once that unit has completed its activation, control goes to the next player to remove a '6' from the pool and activate a Unit.
Activations alternate until all '6's have been used and units activated. If one player runs out of '6's before his opponent, then the other player activates remaining units until all '6's have been used. Once all 6s are used, move to '5's, '4's, '3's, etc.



Sample of Unit Activation Dice Pool rolls for Unit Activations at the beginning of a game turn: Red dice Player would activate a Unit first using up one of his 6s. Followed by Blue dice player. As Red player has more 6s, Blue player will need to wait till Red player is done activating all of his Units using his 6s. In this example, once all 6s are used up by both players then it would be Blue player who would next activate a Unit followed by Red player until all Red player 5s have been used up.

Once a Unit has successfully received its Unit Activation Dice and performed all of its Unit Actions, go back to step one in this summary and repeat the process until no more Unit Activation Dice are left for either side to assign.

Once all Units on both sides have been assigned Unit Activation Dice and performed their Unit Actions then you are ready for the final phase of each game turn, the Clean Up Phase.

PHASE 4. GAME TURN CLEAN UP PHASE.

1. Test to Unfreeze Frozen Units. Take a Brave Test. Brave Tests are described in more detail on page 21.
2. Remove all other Unit Activation Dice from all *Units* which are NOT *Frozen* or *On Alert* and place them back in your *Unit Activation Dice Pool*.
3. If any Individual Minis in a Unit need to go back into Unit Coherency do so now.
4. If any One-use Only game card was used, then remove card from your Card Hand and the gaming area.
5. If a Secondary Objective was met by a player, then place the successfully achieved Objective Card face up on the controlling player's table side, next to any of his opponent's destroyed Unit Activation Dice.

After the Clean Up Phase is complete, both players are once again ready to begin the next Game Turn.



The following section outlines the Balance of The Way (Primary Scenarios) and Devotions to The Way (Secondary Scenarios). As mentioned in the previous sections of this book, Mythic Earth revolves around a series of game mechanics that are designed to deliver a game experience inspired by the core concept of the Mythic Earth Worlds—that of living in a Balance dictated by The One. A dual scenario-driven approach helps us also achieve balance on the tabletop.

1. BALANCE OF THE WAY (Primary Scenarios).

Deploying Half of a Force.

Some scenarios specify that half (or some other proportion) of a Force must be deployed in a specific way. "Half" is defined in terms of the number of Unit Activation Dice for that Force. If dividing up the Force results in an odd number, always round up for the initial deployment. So, if there are Unit Activation Dice in total, five Unit Activation Dice worth of units are 'half', not four.

Reserves.

When a portion of a Force is not permitted to enter in a specific turn, do not add these Unit Activation Dice when building the Unit Activation Dice Pool but instead put them aside next to the Units which are off the table. The Unit Activation Dice are added to the Unit Activation Dice Pool at the start of the Game Turn following the turn during which the Unit in reserve actually entered the battlefield.

Units that enter on turn one.

The default rule is that Units that enter the table in the first turn must be given a Move or March Unit Action to move on to the table, and the Action is automatically carried out without taking a Unit Activation Brave Test.

Units that enter turn two or later.

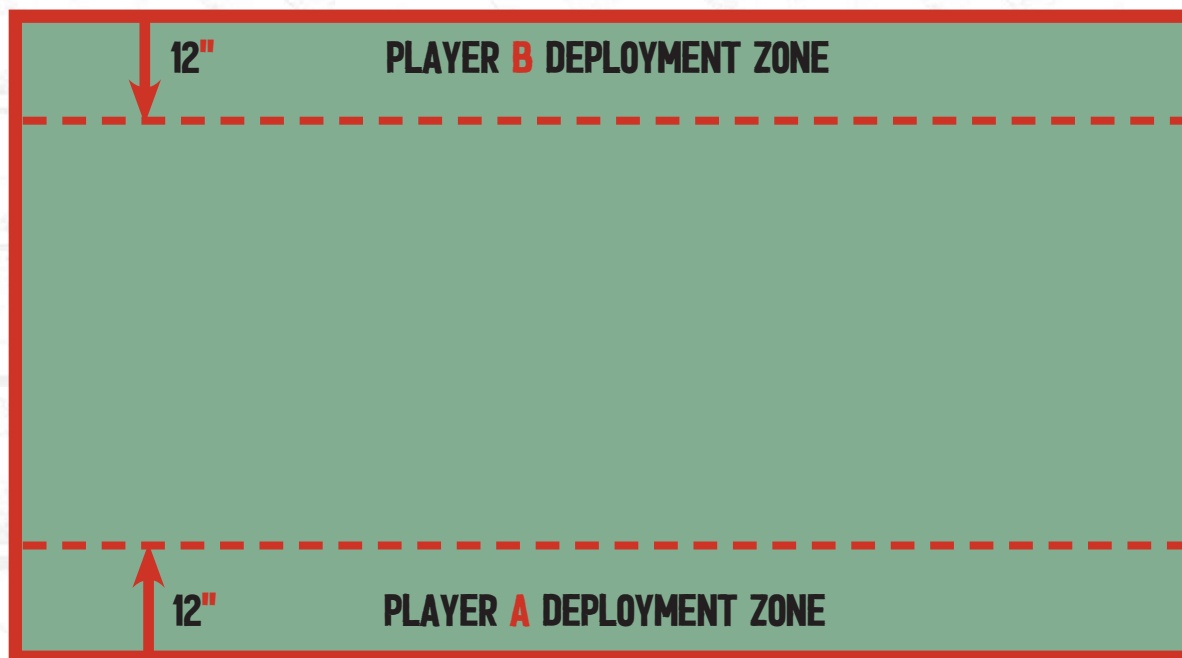
Units that enter the table in the second or subsequent Game Turn require a Move or March Unit Action to move on to the table but must pass a Unit Activation Brave Test Units with no modifiers.

A Unit, that fails its Unit Activation Test does not enter the table and its Unit Activation Die remains outside of the Unit Activation Dice Pool. Set aside for the next turn. The failing Unit does not suffer any additional penalties, they just do not enter the table that turn. Failing Units should continue to test to enter in each subsequent turn until they do so.

Units that successfully move onto the battlefield do so from any table edge. Pick a point along the edge and measure each model's move from that point. Move all the models belonging to the Unit onto the table if possible. If any models are unable to enter the table for any reason, the Unit must maintain formation with its entry point, and any models yet to enter automatically do so when the Unit next moves.

Units are never allowed to Charge when they first move onto the table. Unless specified otherwise by the scenario and assuming they are capable of doing so, Units moving onto the table are treated the same as Units already on the table and can therefore Shoot, Move or March, and so on.

1. Build Altars for the Gods.



Deployment– 12" from the player's edge.

After a Unit Activation Die has been assigned to a Friendly Unit (non-Beast or Multitude) within 10" of a Heroic Figure or Behemoth the Unit can declare "Build an Altar" by performing a Capture/Claim Unit Action.

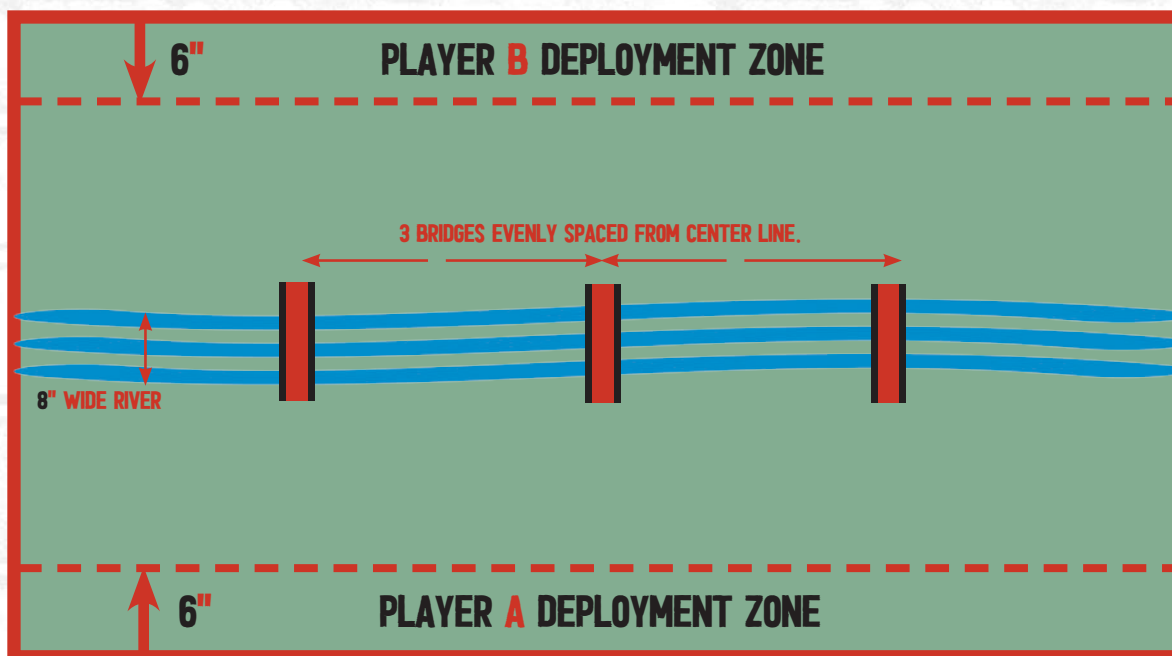
At the end of the Game Turn, place an Altar Token (a 32mm round base would be perfect) in base contact with the Unit Building the altar. Please note that the Unit Building the Altar must be in contact with the Altar Token at the End of the Game Turn to successfully build the altar.

Altar tokens must be 10" from any other Altar Tokens-friend or foe.

Destroy a constructed Altar through Charging it. The altar has no SV so it has no chance to avoid being damaged. Simply Charging it will destroy the Altar.

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 player's own table edge.

Rain. All shooting in this game is at a SH-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 Minis, other than Flyers, partially or wholly in the river always treat the river as Difficult Landscape. When a Unit enters the river, all movement is immediately halved, no exceptions. A Unit cannot March, Charge or Countercharge into, through or out of the Raging River.

Minis entering or remaining on the river must immediately make a Special "Survival Roll" if it just stepped into the River and at the beginning of each Game Turn that the Unit is in the river. Each model that rolls a ten on one ten-sided die (1D10) is swept away and removed from the game.

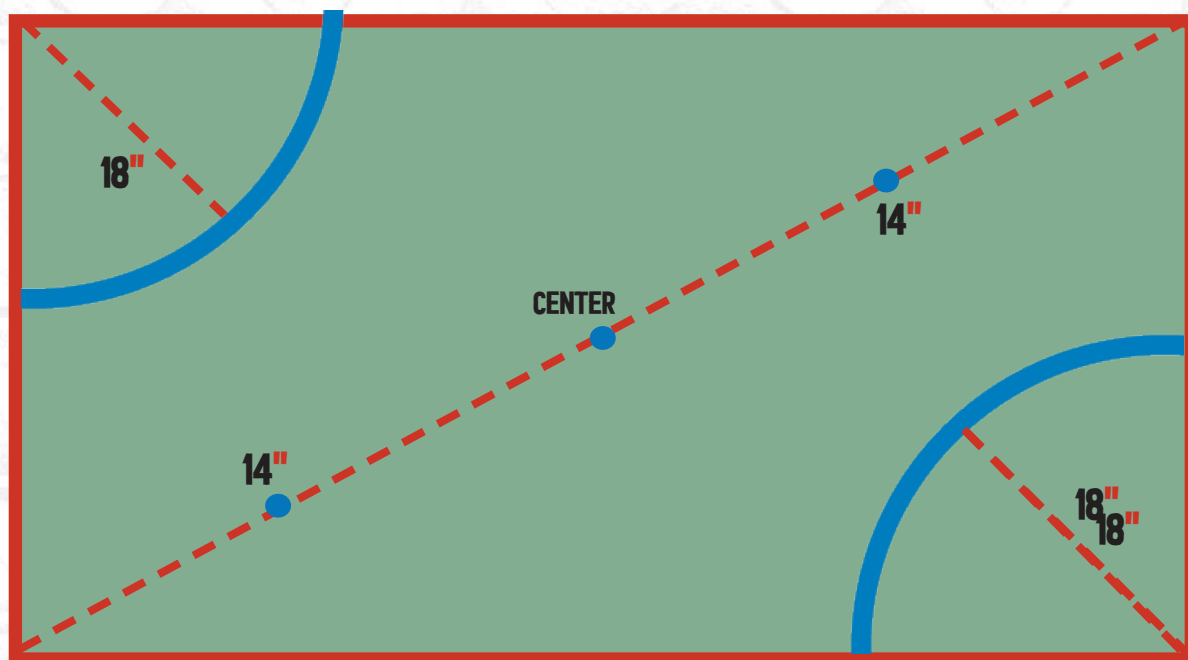
Victory Points. At the end of Game Turn two and the end of every Game Turn thereafter, if a player has any Humanoid Unit not Fleeing and on the opponent's side of the river, they score 1 VP. Units that Fly may not score VPs.

Bridges over the river provide safe passage and ignore the Raging River rule above.

+Note on making rivers and bridges. Any piece of blue cloth or craft paper can be used to designate bridges over the river or the river itself.

3. The Great Hunt.

PLAYER B DEPLOYMENT ZONE



PLAYER A DEPLOYMENT ZONE

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 Unit Activation Dice are assigned, spawn one Spirit Animal from each spawn point.

M*. Each Spirit Animal immediately moves a random direction/speed as per "Missed Overhead Shot" rules D6+2 inches. If the Spirit Animal moves off the board, the beast escapes. If it encounters a Landscape feature, the Spirit Animal immediately stops. The Spirit Animal always stays 1" away from any player unit.

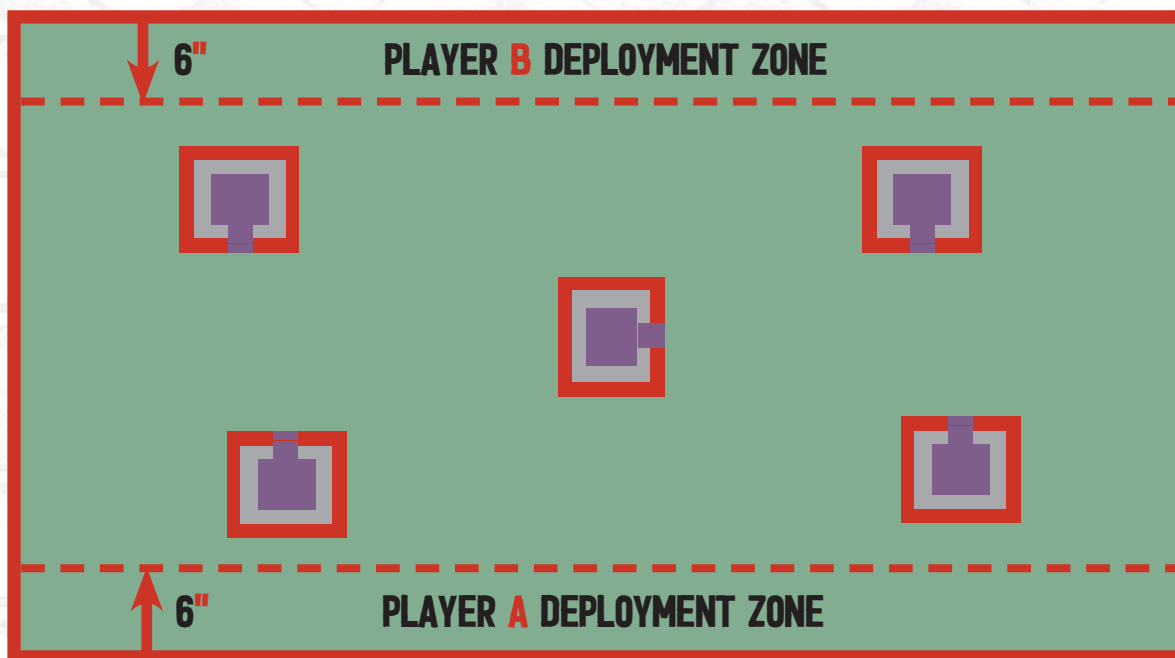
To score VP, you must banish the Spirit Animal in melee. You may Shoot them at range to eliminate them but you do not score VP by doing so. At the end of Game Turn two, and the end of every Game Turn thereafter, score 1 VP if you successfully defeat a Spirit Animal in a Fight during that turn. In a Hand-to-Hand Fight, Spirit Animals will fight back per the stat line below.

Spirit Animal. M*, SH-0, FI-5, SV-6, RE-7, BR-5

Animal Ferocity. Re-roll to hit on first round of Hand-to-Hand combat.

Choking Fumes. Choking Fume attacks ignore all Save attempts.

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 particular building once per game. A player can pillage a building that an opponent has already pillaged.

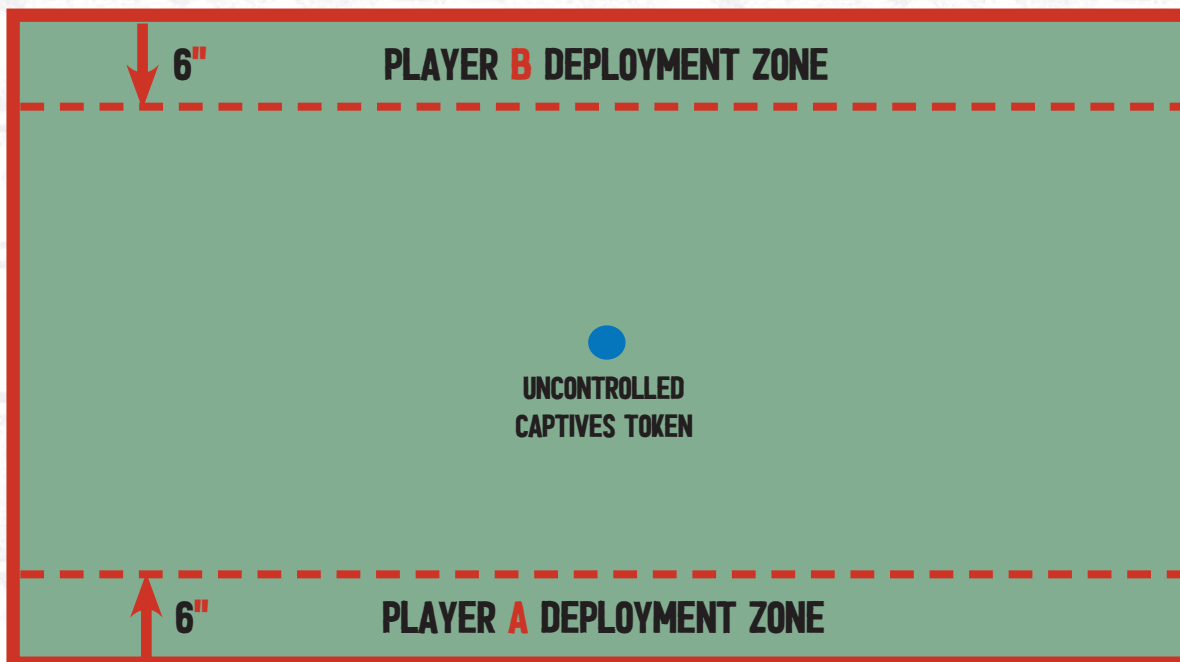
To pillage a building, a player's Humanoid-sized Unit must be assigned a Capture/Claim Unit Action while in contact with a building.

A player cannot pillage a building that is currently being pillaged by your opponent. A player cannot pillage more than one building at a time.

Victory Points. Score 1 VP for each building pillaged.

Note: Buildings cannot be entered, moved through, destroyed or occupied.

5. Liberators & Captives.



Setup. Each side designates two of their own Humanoid-sized Units to mark as transporting Captives by placing a distinguishing token on that unit (32mm round base). 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 Humanoid-sized Unit that comes into base contact, resulting from a Move Action, with Uncontrolled Captives gains control of those Captives.

Players that Destroy or make an opposing Unit Flee while it was transporting Captives in melee combat gain control of the Captives. Captives may switch between opposing Units throughout the game.

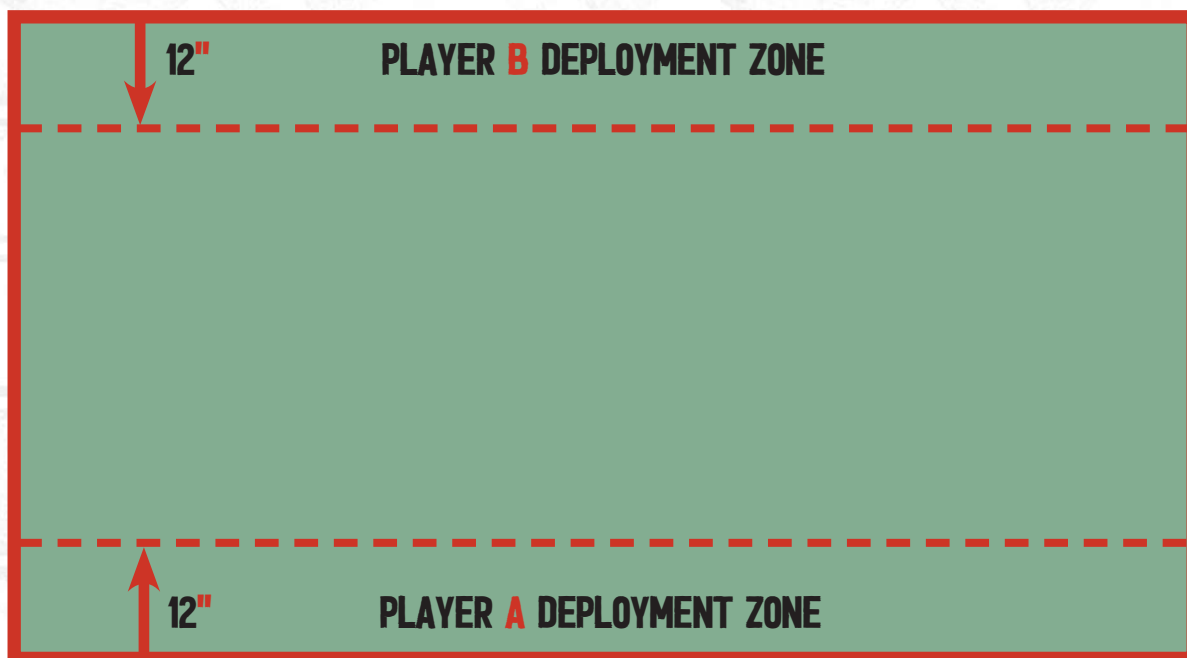
Any Unit transporting Captives that is Destroyed or Flees, but not as a result of melee combat, loses the Captives and they remain on the table as Uncontrolled Captives. Immediately place the Uncontrolled Captives anywhere in base contact with the destroyed/Fleeing transporting Unit before it is removed/moved 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. 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 Forces into two halves. Players choose which half of their opponent's Force will be the initial portion of his deployment Force.

Deployment. 12" from player's edge. Each player alternates deploying Units of their initial force in their deployment zone. This Deployment process forgoes the use of the Unit Activation Dice Pool Process for the Deployment phase. And only for the Deployment Phase.

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 Game Turn 2 and at the end of every Game Turn thereafter, a player scores 1 VP if they have eliminated an opponent's Unit during that Game Turn. Fleeing Units do not count as eliminated until they have run off the table.

2. DEVOTIONS TO THE WAY, (Secondary Scenarios).

To win a game of Mythic Earth you must also score Victory Points by completing Secondary Objective-based scenarios as opposed to simply killing the enemy. As mentioned before these Secondary scenarios are called Devotions to The Way. Devotions to The Way are randomly selected during the pre-battle Set Up Phase. Players pick one random Devotions to The Way card.

Some of the Devotions to The Way scenarios will need to be kept secret by you, or you may need to reveal to your opponent what your Devotions of The Way objective is. Each Devotions to The Way scenario will make this clear for you.

Finally, Devotions to The Way will be impacted by the original choice of Alignment you made before the battle began as some Devotions to The Way are only for those fighting for the banner of the Everliving and others for those who follow the Everchanging.

Objective Tokens.

In many cases, tokens are used to represent certain objectives in the Devotions to The Way scenarios. Objective tokens can be any identifying item with a recommended size of a round, 32mm base.

Placing and Removing Objectives.

The standard method to place an objective token is for the attempting Unit to take a Capture/Claim Unit Action. At the specific time detailed in the objective text, an objective token can then be placed anywhere touching that Unit. Unless otherwise noted, an objective token is placed anywhere touching the placing Unit.

Objective tokens can also be removed by the opponent through the same process. The removing Unit must contact the objective token and then take a Capture/Claim Unit Action, the objective token is then removed. To remove an existing objective token, the unit must be touching the token at the time of the Capture/Claim Unit Action.

If a unit is “carrying” an objective token and is somehow destroyed or is Fleeing, the objective token is placed in contact with the Unit before removing that unit from play or moving that Fleeing Unit.

Any appropriate Unit can “pick up” the dropped objective token by moving to touch the objective token and then stopping the movement at the token, and taking a Capture/Claim Unit Action.

There may be other ways to place, remove, or take control of objective tokens specific to a Balance of The Way (primary scenario) or Devotions to The Way (secondary scenario) objective. In these instances, the rules of the specific Balance of The Way or Devotions to The Way scenario override the standard rules for placing/removing objective tokens.

A single token can only be used to satisfy a single Balance of The Way or Devotions to The Way objective. One token cannot be used to satisfy objectives for multiple objectives.

It is a good idea to differentiate tokens for individual Balance of The Way and Devotions to The Way objectives.

Devotion Cards. What is secret and what is shared?

When a Devotions to The Way scenario is selected by a player, there is no obligation for the scenario to be shared with the opponent. As soon as the first victory point is scored for a Devotions to The Way scenario, the objective must be revealed.

Scoring Victory Points for Devotions to The Way.

Devotions to The Way scenarios always have a maximum of two victory points which can be scored by completing the listed objectives. In most cases, a single victory point is scored by completing a single objective. A player cannot complete the same objective a second time to gain a second victory point unless explicitly stated on the Devotions to The Way scenario.

Definitions.

Opponent's Table Half.

A Center Line can always be created on the game table whether horizontally, vertically or diagonally based on the scenario. Once the Center Line has been determined, the half of the game table in which your opponent has deployed is the Opponent's Table Half.

Alive at the End of the Game. There are instances of scoring points based on a Unit surviving until the game's end. Specifically, the Unit must be on the table at the end of the game and cannot be Fleeing.

Devotions to The Way of The 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 Humanoid-sized unit within 10" of any friendly Death token can declare a ritual to honor the dead and consume them. The friendly Unit takes a Capture/Claim Action 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.

2: In Search of the Fountain of Youth.

Before the game begins, secretly select two pieces of Landscape wholly within your opponent's table half. These Landscape pieces might hold the lost Fountain of Youth.

When a friendly Unit is partially or wholly within the selected Landscape feature they must make a successful Brave Test at -2 BR to discover the objective, the Fountain of Youth. This Brave Test is outside the standard Unit Activation steps and does not ever receive negative modifiers for Unit Brave Status markers the Unit may have attached to it. 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 Landscape area but instead must be in the other selected terrain piece which then no longer needs to be tested for.

Any friendly Unit partially or fully within the objective terrain can take a Capture/Claim Action to drink from the Fountain of Youth. Upon declaring the Capture/Claim Action, 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 Humanoid-Sized Unit within 6" of the Objective Token.

3: Divide and Conquer!

Before the game begins, secretly choose an enemy Humanoid-sized, Monster or Behemoth Unit.

Score 1 VP at the end of a Game Turn if you have a friendly Unit within 2" of the secretly chosen Unit and there are no enemy Minis within 4" of the secretly chosen Unit.

This objective can be completed multiple times. Max 2 VP.

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 game Turn.

At the end of the game score 1 VP if you control more table quarters than your opponent.

5: Against All Odds.

If a friendly Unit is the first to engage an enemy Unit in Hand-to-Hand Fight 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 the same enemy unit has been Destroyed or is Fleeing, score 1 VP.

6: A Worthy Sacrifice.

At the beginning of the game, secretly choose one enemy Humanoid or Heroic Figure 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 Loses a melee and Flees, 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.

7: Consecrated Ground.

At the beginning of the game, secretly choose one piece of Landscape, no bigger than 8" in diameter, in the enemy Deployment Zone.

A friendly Humanoid or Heroic Figure Unit touching or within the secretly chosen Landscape may perform a ritual to consecrate the ground. When a friendly Humanoid or Heroic Figure Unit is tasked with a Capture/Claim Action to perform the ritual, you gain 1 VP.

At the end of the game, gain 1 VP if there is no enemy Unit within 6" of the Consecrated Landscape Area.

8: Put the Spirits to Rest.

A Humanoid or Heroic Figure Unit may take a Capture/Claim Action 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 The 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 Humanoid 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 Capture/Claim Action 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.

2: In Search of El Dorado.

Before the game begins, secretly select two enemy Humanoid or Heroic Figure 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 Brave Test at BR -2 to discover the objective, the Map of El Dorado. This Brave Test is outside the steps and does not include any Unit Brave Status Markers which may be attached to 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.

3: Head of the Snake.

Score 1 VP when a Humanoid or heroic Figure Unit wounds the enemy General Mini. Score 1 VP If the enemy General is killed or is Fleeing at the end of the game.

4: Heroism Personified.

Score 1 VP when a friendly Heroic Figure Unit engages an enemy Unit in Hand-to-Hand Fight on the opponent's table half.

Score 1 VP when a friendly Heroic Figure takes a Capture/Claim Action to place an Objective Marker in the enemy's Deployment Zone.

5: Call the Storm.

A single friendly Unit with one or more Magic Levels that is within the enemy's table half may be given a Capture/Claim Action 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.

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.

7: Challenge.

If a Humanoid Unit engages an enemy Heroic Figure Unit in a Hand-to-Hand Fight, it may choose to not attack and instead gains +2 Save (SV) for that round of combat to score 1 VP as that Unit taunts and challenges the enemy. If a friendly General challenges the enemy General as above, score 1 VP.

8: Trophy hunters.

Each time a Humanoid Unit kills an enemy Monster, Behemoth, or Heroic Figure 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 Behemoth Unit, the "leader" model of all Humanoid Units are designated as potential trophies. At the end of the game, if at least one, Non-Fleeing, Humanoid Unit is within 6" of a Trophy Token, gain 1 VP.