MYTHIC EARTH
RULEBOOK

1.1

A Mythicos Studios Project

TABLE OF CONTENTS.

V1.1

V1.1

"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.

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.

V1.1

Mythic Earth.
Written and Created by Nelson Martinez.

Mythic Earth Game Design by
Nelson Martinez and Chris Remetz.

Cover Art:	Nicholas Martinez.
Internal Art:	Nicholas Martinez, Nelson Martinez
Force Designs:	Brian Timmermann, Chris Remetz, Matthew Hall, Brian Heineman, Michael D'Agostino, Nelson Martinez, Christopher Masucci, Joe Lagasse.
In House Playtesters:	Eric Goldstein, Matthew Hall, Brian Heineman, Michael D'Agostino, Brian Timmermann, Christopher Masucci, Joe Lagasse, Nelson Martinez, Chris Remetz.
Miniatures Used:	Mythicos Minis.
Miniature Design:	Nelson, Nicholas and Elizabeth Martinez:
Creative Director.	Nicholas Martinez.
Miniatures Painters:	Joe Lagasse, Brian Timmermann, Nelson Martinez, Chris Remetz, Michael D'Agostino.

The Council of Pipiltin.

The Council of Pipiltin is an Aztec term used for an assembly of nobles, and important members of Aztec society.

In Mythic Earth our nobles and community leaders are the play testers and various contributors to the rules of the game and the Mythic Earth hobby in general. Every one of these men and women are key members of the Mythic Earth community team!

In preparing the first set of edits to the inaugural Mythic Earth rules, we received a great deal of constructive input from lots of folks. We also got lots of play tester reports around the rules and the Forces.

Our most sincere thanks go to everyone who actively participated in this community-involved living ruleset editing process.

One of my most favorite things about Mythic Earth is how passionate, caring and involved our community is.

Without further ado here are the current members of the very first Council of Pipiltin.

Joseph Burnham
Gregg Dieckhaus
Will Von Doome
Ian Earle
Russell Etts
Jamie Getliffe
Jeremy Jones
Javier Corcoles Valencia
Pablo Torres Vidal
Bryan Wettig

Team Discover Games:
Allen Barton
Mike Frang

Miniatures Painting:
Jamie Getliffe (various minis)
Kirsten Williams (Quetzalcoatl and various minis)

V1.1

1. Game Related Terms

The following sections will help you get grounded on the general terminology and concepts of the game.

V1.1

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 5 Unit Types in the game.
   Humanoids.
   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).

V1.1

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.
>
> **40 Millimeters (mm).**
> Beasts.
>
> **60 Millimeters (mm).**
> 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
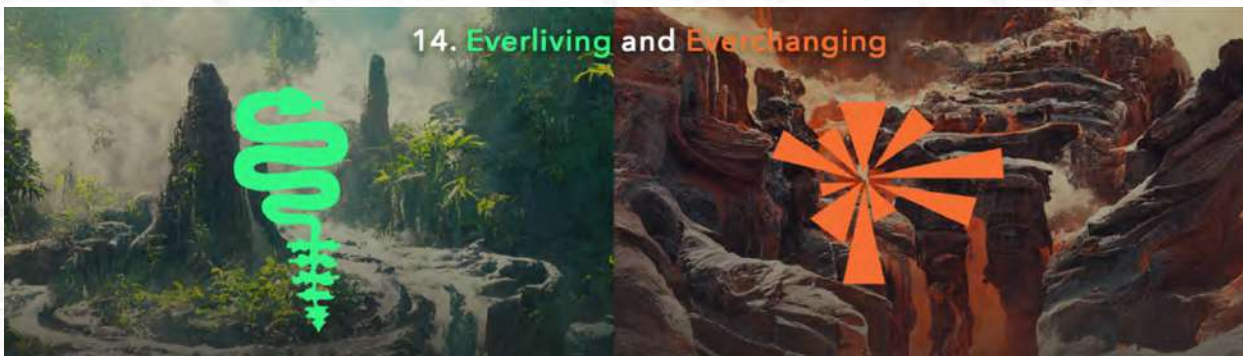
C.- This unit is Wholly Within because its sole base is 100% in the area.

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. One player will then play the game under the banner of the Everliving while the other will represent the Everchanging. At no time can both players represent the same alignment, so for example two Everliving aligned Forces could not face each other in the same game. This choice also 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 currently 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.

2. Unit Related Terms

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: 113					UNIT OPTIONS		UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID. HEROIC FIGURE. GENERAL. 1 TLALOCAN HIGH PRIEST OR OTHER "GENERAL" MINI MUST BE INCLUDED IN AN AZTEC FORCE AND ONLY ONE MAY EVER BE INCLUDED IN AN AZTEC FORCE.					ADD TLALOCAN–BOUND DEAD UP TO A MAX UNIT SIZE OF 5 @ 5 PTS. EACH.		1	
UPGRADE TLALOCAN HIGH PRIEST TO 3 WOUNDS @ 10 PTS. UPGRADE TLALOCAN HIGH PRIEST TO TOUGHENED 2 @ 10 PTS.					UPGRADE TLALOCAN HIGH PRIEST TO MAGIC LEVEL 3 @ 25 PTS.			

UNIT MEMBERS, EQUIPMENT & DATA POINTS.	M	SH	FI	SV	RE	BR	TALENTS
1X TLALOCAN HIGH PRIEST WITH MACUAHUITL.	5	5	5	5	7	8	TOUGHENED 1, COMMANDING PRESENCE, 2 WOUNDS, MAGIC LEVEL 2, DREADFUL.
2X TLALOCAN–BOUND DEAD WITH CLUBS.	5	5	5	5	4	6	LIVING DEAD, 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 Data Point based Test (i.e. a test that compares a die roll to a Unit related Data Point) 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.

Heroic Figures. Heroic Figure is a Unit Classification and not a Talent. Being a Heroic Figure does not provide any specific benefits, but it is often used in some scenarios as a criterion to achieve objectives and score Victory Points.

3. Gameplay

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

V1.1

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 38).

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 Dice 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 Die.
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.
4. Before activating a Unit check and see if it has ANY **Unit Brave Status Markers** assigned to it, as having such markers assigned to a Unit will require it to take a Unit Activation Test.
5. There are two main types of Unit Actions, Single- and Double-Unit Actions.
6. Units can perform Unit Actions when they are successfully assigned Unit Activation Dice.

.

Unit Action Types and Usage Guidelines.

Single Action Unit Actions. 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 Magic Spells can be Cast by a Magic User as each Magic Spell counts as a Single Unit Action. The same spell can't be Cast twice by a Force in a single Game Turn.**

Double Action Unit Actions. Some Unit Actions count as a Double-Actions. Double-Action Unit Actions typically use up the entire Unit's Unit Activation for that Game Turn.

Currently there are 14 Single-Action and Double-Action Unit Actions available to Units.

V1.1

Unit Activation Process.

Unit Brave Status Markers.

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 from close combat for example) it gains Unit Brave Status Markers, therefore Unit Brave Status Markers help in keeping track of how the Unit is doing, and what negative modifiers may impact a Unit's Brave Test attempts later in the game.

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 then be applied to any Brave Data Point-based Test 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 a negative modifier of one (-1) to the Unit's highest Brave Data Point when a Unit is asked to take a Brave Test for example.

Unit Actions For a Unit With NO Unit Brave Status Markers Assigned To It.

If a Unit has no Unit Brave Status Markers assigned to it, it will perform whatever allowed Unit Action the player wants it to perform without taking a Test. 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.

If the Unit does have Unit Brave Status Markers assigned to it then follow the steps below to see if the Unit can perform Unit Actions.

Unit Activations for a **Unit with ANY Unit Brave Status Markers assigned to it.**

In order for a Unit with Unit Brave Status Markers assigned to it to successfully perform an Action(s) when given a chance during the game, a **Unit Activation Test** will be required. The Test will be attempted by rolling a ten-sided die (1D10) and compairing the result to the modified value of the Unit's Highest Brave Data Point.

Taking a Unit Activation Test.

Deduct one (-1) from the highest Brave Data Point in the Unit for every Unit Brave Status Marker assigned to the Unit. This is now the base number used to determine whether the Test is Passed or Failed. Now roll one ten-sided die (1D10) and compare the result to the base number arrived at in the steps above.

> **Pass.** If the die roll is equal to or lower than the highest modified 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.

V1.1

Fail. If the result is greater than the highest modified Unit Brave Data Point, then the Test is failed, and the Unit does not perform any Unit Actions. It instead becomes **Frozen** (see below and page 22) and gains one additional 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.

Frozen.

Before getting into the various Unit Actions listed below it is worthwhile reviewing the Frozen rule. A Frozen Unit may not execute any Unit Actions while Frozen.

A Frozen Unit will stay Frozen until it passes a FREE (meaning no need to assign the Unit a Unit Activation Die) Brave Test to Unfreeze itself during the Clean-up Phase of a Game Turn or by successfully performing a Regroup Action in the following Game Turn (this is a normal Unit Activation process and not a Free Test as the one taken during a Clean Up Phase).

Units with multiple Unit Activation Dice that become Frozen with one die can try and become Unfrozen with any of its following Unit Activation die which may be assigned to it by attempting to Regroup during the same Game Turn and Subsequently as a FREE attempt during the Turn's Clean Up Phase as normal.

If a Frozen Unit is Charged then it will accept the Charge and attack simultaneously as per the normal Charge rules, but it will not be able to attempt Charge Throws using Thrown Weapons. If a Frozen Unit loses a Hand-To-Hand Fight and Flees then it immediately becomes Unfrozen and the Unit now counts as Fleeing.

Units with Multiple Unit Activation Dice.

Certain Units, such as some Behemoths or Heroic Figures, may have access to multiple Unit Activation Dice. Each Unit Activation Die allows a single Unit to execute one to two "Single-Action" Unit Actions, or one "Double Action" Unit Action.

When a Unit with multiple Unit Activation Dice has an opportunity to be assigned a Unit Activation Die, it receives one Die per opportunity, and must wait until the next chance for it to be assigned another Unit Activation Die.

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 can be anything OTHER than a Brave Data point-based Test such as a Unit Activation Test. Competency Data Point-based Tests do not take into account any Unit Brave Status Markers a Unit may have assigned to it, and do not impact the Unit in a positive or negative way, so for example Competency Data-based Tests do not remove Unit Brave Status Markers if the Test is passed or cause the Unit to Flee or become Frozen if the Test is failed.

Competency Tests.

Apply any additions or subtractions which may be required by any game effects to the Unit's Highest relevant Data Point. The resulting number is the base number to which a 1D10 die roll will be compared to.

Pass: If the resulting 1D10 die roll is equal to or lower than the relevant base (as per above) 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 base (as per above) Competency Unit Data Point of the Unit taking the Test, then it Fails the test and the Unit cannot 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.

List of Possible Unit Actions.

1. **Move.** Allows a single Unit to move its standard movement. <u>Single-Action.</u>

2. **March.** Allows a single Unit to move twice its standard movement. <u>Double-Action.</u>

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. <u>Single-Action.</u>

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. <u>Double-Action.</u>

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. The Charged Unit will simultaneously Fight back but receives no Charge bonuses at all. **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 may Shoot at the incoming Chargers using any type of Missile Weapon it may be equipped with. This Shoot Action is a Free Action. <u>Double-Action</u>.

6. **Attack.** A Unit that is already engaged and involved in a Hand-To-Hand Fight may attack the opponent which it is locked in combat with. The opponent Unit does not get the opportunity to attack back. Do not resolve winner or loser as you would at the end of a Hand-to-hand Fight which follows a Charge or Countercharge. <u>Double-Action.</u>

V1.1

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 Flees 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 from a lost Hand-to-Hand Fight but can do nothing else in that turn and becomes Frozen at the end of the Disengage Action. <u>Double-Action.</u>

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 <u>Single-Action</u>. 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 or any following Game Turns, until after their "On Alert" trap is sprung. 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 to the Unit or during the Game Turn's Clean Up Phase. When a player removes the On Alert Die from a Unit During a Game Turn (perhaps he wishes to try and perform a Unit Action later in that Turn), the removed Die is added to the player's Unit Activation Dice Pool as a One.

Once the Unit goes On Alert, the Unit "Sets up a Trap" and will then be able to perform any "<u>Single-Action</u>" Unit Action when an enemy within 10" successfully performs a Unit Action. Whatever the "<u>Single-Action</u>" 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 "<u>Single-Action</u>" 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. A Unit with multiple Unit Activation Dice can only go On Alert with its last available Unit Activation Die. <u>Single-Action.</u>

10. **Countercharge for On Alert Units.** Counttercharge 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 a successful Countercharge takes place, the enemy and friendly Charging and Countercharging Units lose any opportunity to perform a "Charge-Throw" against each other, but both still benefit from the bonus to their Fight Data Point due to making a Charge. 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 successfully Regroups rolls one six-sided die and removes 1D3 Unit Brave Status Markers from itself. 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 (see page 27). 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 (see page 24). 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).

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 from close combat for example) it gains Unit Brave Status Markers. As noted earlier, 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.

Deduct one (-1) from the highest Unit Brave Data Point in the Unit for every Unit Brave Status Marker assigned to the Unit. This is now the base number used to determine whether the Test is Passed or Failed. Now Roll one ten-sided die (1D10) and compare the resulting number to the Unit's modified Brave Data Point.

> **Pass:** If the die roll is equal to or lower than the highest modified Unit Brave Data Point, then the Test is passed, and the Unit will automatically remove one Unit Brave Status Marker from itself.

> **Fail:** If the result is greater than the highest modified Unit Brave Data Point, then the Test is failed, and the Unit will **Flee**.

Brave Test Modifiers.

All modifiers are cumulative and are added to or deducted from the highest Brave Data Point in the Unit and then compared to the result of the 1D10 roll:

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

V1.1

Brave Tests For Frozen Units.
A Frozen Unit wishing to perform Unit Actions in the next Game Turn must first become Unfrozen by passing a FREE Brave Test during the Clean-up Phase of a Game Turn. This Brave Test does not require a Unit Activation Die to be assigned to the Unit.

A Unit that failed its FREE Brave Test during the Clean-up Phase of the previous Game Turn MUST attempt to become Unfrozen in the following Game Turn by attempting to Regroup (see page 20). If this test is also failed, then the Unit will remain Frozen.

Units with multiple Unit Activation Dice that become Frozen with one of its dice can try and become Unfrozen with any following Unit Activation Die it may be assigned by attempting to Regroup as per the preceding paragraph.

If a Unit with multiple Unit Activation Dice becomes Frozen with its final Unit Activation Die then it keeps ALL of its Unit Activation Dice next to it until it the next opportunity to become Unfrozen as per above.

> **Pass:** When a Unit becomes Unfrozen during the FREE Clean Up Phase attempt then all of the Unit Activation Dice that were assigned to the Unit are returned to the collection of dice available for use in next Game Turn's Unit Activation Dice Pool.
>
> If the Unit passes its Regroup Brave Test in a subsequent Game Turn after the previous Turn's Clean Up Phase Free attempt was Failed, then keep the Unit's Activation Die next to it if it is a single Unit Activation Die Unit.
>
> If it is a Unit which had Multiple Unit Activation Dice assigned to it, then leave one of those Dice next to it and return the remainder to the Unit Activation Dice Pool. The Die (or Dice) which are returned to the Dice Pool in this way are added to the Dice Pool as a One(s). No further penalties from Being Frozen apply and it can be assigned more Unit Activation Dice if it is a Unit with Multiple Unit Activation Dice.
>
> **Fail:** 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.

Brave test if Unit is Fleeing.

Surpassing a Unit's Brave threshold during a Brave Test will cause it to Flee. While Fleeing, a Unit will perform no other Unit Actions until it Tests to Stop Fleeing. 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 require the Unit to use a Unit Activation Die. 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 or Magic Attacks.

- 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 of its paths are blocked by Impassable 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 contacts 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 not be able to use Thrown Weapons against the Charging Enemy Unit.* 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 a Fleeing Unit, that was charged, manages to 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.

V1.1

If at any time a Unit collects 150% 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. <u>Example:</u> An Aztec High Priest and his Unit gather 12 Unit Brave Status Markers. The Unit would be automatically Destroyed as his base Brave Data Point is 8 and 150% of 8 is 12. Remove the Unit and all its Unit Activation Dice from the battlefield and the game.

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 from Shooting Attacks for example. Those various Brave Tests will be covered in their specific rules section.

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. 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 <u>Counts as a Single-Action</u> for the Heroic Figure that attempted to stop the Fleeing Unit from continuing its flight.

> **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 Actions.
> **3.** If the Unit Stopped Fleeing because it successfully performed a Stop Fleeing Action then the Unit may perform another Single-Action Unit Action.
> **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.

V1.1

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 or Countercharge the Enemy Unit.

With the exception of Behemoths, Units may move through other friendly Units of the same Type as itself. 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, 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 the Unit's Movement by 50% (rounding up) as soon as the Unit reaches the Difficult Landscape and while any Mini in the Unit remains (even partially) in 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 Landscape and Unit Types in the game.
- Flying Units can only attack non-flying Units in a Hand-To-Hand Fight by "Landing" to attack on the ground.
- Flying Units can only be attacked by other non-flying Units in a Hand-To-Hand Fight if the Flying Unit is on the ground.
- When Flying Units attack other Flying Units that were not already on the ground then both Units land to begin a Hand-To-Hand Fight.
- Flying Units never receive cover bonuses and can be shot with mundane or Magic Missiles (Shoot or Magic Missile Attacks) 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.
- When a Flying Unit is Frozen, it immediately becomes Grounded.

Unit Coherency.
Minis in a Unit made up of three or more Minis must always remain within 1" of at least two other Minis in the same Unit. If the Unit is brought down to or started with only 2 Minis, then both Minis must be Within 1" of each other.

During the Game Turn's Clean Up Phase make sure to bring all Minis in a Unit into Unit Coherency. Do this before the start of every Game Turn.

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 are partially obscured by any type of Difficult or Impassible Landscape feature, or by any Enemy Minis, then it will obscure Line of Sight to the Minis behind such Landscape or Minis.
- 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 or partially visible Minis are removed due to the shooting, and there are more successful shots, but the remaining enemy Minis are fully 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. <u>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.</u>

Roll to Hit with a Unit's Shots.

Modify the Unit's Highest Shoot Data Point with any additions or subtractions due to game effects or rules (see list of Hit Modifiers on the next page), the resulting number is the Base to Hit number needed for Shots to successfully Hit their target. Now roll one ten-sided Die (1D10) for each Mini armed with a ranged-weapon (rock, bow, etc.) and compare the results to the base Shoot Data Point in the Unit (as per above). A die roll equal to or below the modified (if applicable) Highest Shoot Data Point in the Unit counts as a successful Hit.

V1.1

Hitting Modifiers.

There are several factors which will impact how successful a Unit is at hitting their target. When figuring out the base To Hit Number (see above) each applicable factor listed below must be considered for each Shooting attempt by a Unit. All modifiers are either additions or subtractions to the D10 Dice rolled per Shooting attempt.

-1	Against Target Units obscured by any Enemy Unit, Landscape Feature, enemy or friendly Behemoth, or Massive Unit (enemy or friendly). 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 (as per the Shooting Weapon's Range Details)
-1	If Unit Shooting stopped Fleeing in that Game Turn.
-1	Against a Unit Laying Low/Taking Cover.
-1	Vs. Dreadful Units.
-1	Vs. Units with the Dodge Talent (as per the Dodge Rules).
-1	When Shooting at a Fleeing Unit
-1	For Shooting into an ongoing Hand-To-Hand Fight.
-2	For an Overhead Shot.
+1	For a Focused Shoot.
+1	For Shooting at a Behemoth or Massive Unit.

Hitting with a Shoot Template.

Shoot Templates are 3" diameter circle templates used for Overhead Shots (see below). All modifiers above apply when shooting with a ranged weapon that uses a Shoot Template. Any Minis 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 Shoot templates are allowed to Hit Multiple Units with one Shot.

Unit Brave Status Marker Added When Enemy is Successfully Hit.

One or more successful Shooting 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 Shooting Hit inflicted on a Unit by an enemy attacker, the defender can attempt a Save roll. First, modify the Unit's Majority Save Data Point with any additions or subtractions due to game effects or rules (for example, equipment such as armor will improve a Unit's Save Data Point), the resulting number is the Base Save number needed to Save a Unit from suffering wounds or casualties. Now roll one ten-sided die (1D10) for every Hit the Unit suffered, if the result is equal to or less than its Modified Save Data Point, then the model successfully Saves the wound.

Save Modifiers.

+1	Light Armor.
+2	Medium Armor.
+1	For being in Obscuring Area Landscape.
-1	Per Weapon's Strength Data Point.

V1.1

Note: Some Unit leaders may wear better armor than their fellow Unit members. In such cases roll the Unit leader's Saves separately or at the same time but using a different die color. The leader's armor does not modify the Save Data point in his Unit, and does not extend any special conditions or Talents from his armor to the rest of the Unit.

Removing Casualties. Each Unsaved Hit causes one Wound. Remove a one-wound Mini from a Unit per Wound caused. If a Mini has more than one Wound, any Wounds are applied to an individual Mini until the Mini suffers enough Wounds to cause it to be killed before assigning further Wounds. Any left-over Wounds are assigned to the Multi-Wound Mini using a die or some form of Marker. Wounded Minis always get the first Wounds which need to be assigned to the Unit.

Destroyed Units and Their Unit Activation Dice. Destroyed Units and their Unit Activation Dice both get removed from the Game when the Unit is Destroyed. When a Unit is destroyed, before it was assigned a Unit Activation Die, you remove the lowest value die or dice (if the Unit has more than one Unit Activation Die) from your Unit Activation Dice Pool. When a Unit that has any Unit Activation Dice assigned to it is destroyed remove all of the Unit's Activation Dice from the game (including any of its unused Dice that may remain in the Unit Activation Dice Pool).

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" 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. Overhead Shots cannot target a Flying Unit unless the Flying Unit is Grounded.

Additional die roll is needed for Overheard Shots that miss the target (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 (see example on next page).

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).

V1.1

Once the direction and distance of the missed shot is determined as per the steps above, draw a hair-thin, 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 <u>Missed Overhead Shot Roll</u>:
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).
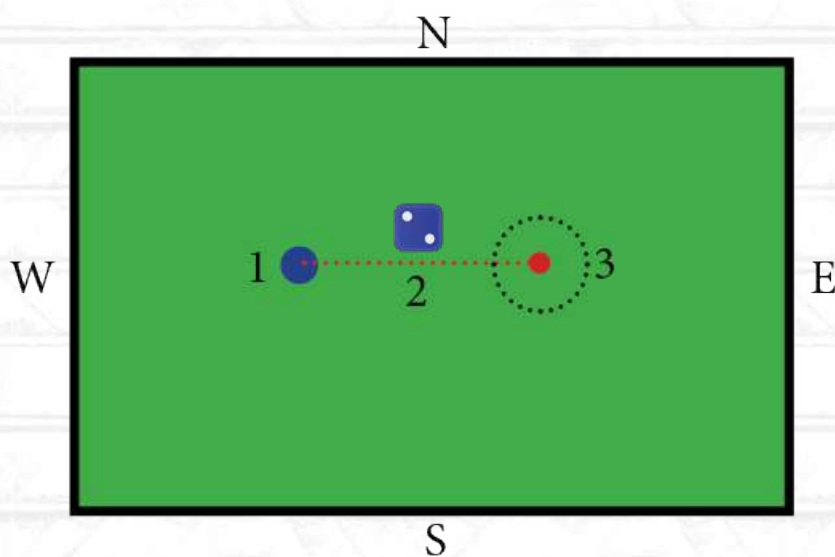
Brave Tests Due to Unit Suffering 50% of Its Starting Strength Through Casualties Caused by Shooting Attacks.
When a Unit is successfully Hit by a Shoot Attack and suffers casualties from such an Attack then it will need to take a Brave Test if the Unit is brought down below 50% of the number of Minis it started with in a Game Turn (not from the number of Minis it started the Game with). 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 Game Turn.

Pass: If the Unit passes the Brave Test, the Unit does not Flee. It removes a single Unit Brave Status Marker.

Fail: If the Unit fails the Brave Test, then the Unit Flees and gains an additional Unit Brave Status Marker.

V1.1

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.
Tomahawk	0" -10"	NA	NA	Used in Hand-To-Hand Fight
Spear	0" -10"	NA	NA	Used in Hand-To-Hand Fight

Thrown Weapons: Thrown Weapons are used during Charges only. They are not for normal Shoot attacks. When thrown as part of a Charge they are treated as shots (all rules and modifiers for Shooting still apply).

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 with a Move of 6" was 12" from an enemy Unit but the entire Charging Unit needed to cross over Difficult Landscape it would not be able to Charge in as the Difficult Landscape would reduce the its maximum movement by 50%, thus the Charging Unit would only be able to Move 6" in total.

Once you've determined that the Unit being Charged is reachable, simply move the Charging Unit into contact with the Enemy. Move as many of the charging Unit's models into contact with the charged Unit. Once one Mini from the Charging Unit contacts the enemy, all of the models in the Charging Unit count as being engaged in the Fight, even if they're not all physically touching an enemy Mini. 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. **Note:** If the target of the Charging Unit moves out of Charge Range for any reason (for example as a result of an On Alert reaction) then the Charging Unit may choose another enemy Unit it can reach. If no Unit is available to accept the Charging Unit's Charge, then the Charge becomes a March Double-Action instead. The Charging Unit may use this March Move to move in any direction.

Who Can Charge?
- Any Unit not already engaged in a Fight.
- Any Unit not Fleeing or Frozen.
- Any Unit which has not been assigned all its Unit Activation Dice.

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.

V1.1

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, add or subtract any applicable modifiers (see below) to the Unit's Majority Fight Data Point. Then roll one ten-sided die (1D10) per Mini in the attacking Unit and compare the dice rolled to your Unit's modified Fight value. If the Roll is equal to or less than the attacking Unit's majority and modified Fight (FI) Data Point value, then the attack is successful. **Note:** Some Unit leaders may have a different weapon than their fellow Unit members. In such cases roll the Unit leader's Fight Attacks separately or at the same time but using a different die color. The leader's weapon or equipment do not modify the following Data points in his Unit: Fight, Number of Attacks, or Strength, and do not extend any special weapon conditions or Talents to the rest of the Unit.

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 are added to or subtracted from the Unit's Highest Fight Data Point, and are compared to the ten-sided dice (1D10) rolled when attempting to Hit and enemy 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 Successfully Hit Rolls for Saves.
For every successful melee Hit inflicted on a Unit by an enemy attacker, the defender can attempt a Save roll. First, modify the Unit's Highest Save Data Point with any additions or subtractions due to game effects or rules (for example, equipment such as armor will improve a Unit's Save Data Point), the resulting number is the Base Save number needed to Save a Unit from suffering wounds or casualties. Now roll one ten-sided die (1D10) for every Hit the Unit suffered, if the result is equal to or less than its highest Modified Save Data Point, then the model successfully Saves the wound.

Negative Save Modifiers applied to Save Rolls.
Save Data Points 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 Mini or Unit's highest Save Data Point Value:
>   **-1**   Per Weapon's Strength Data Point.

Positive Save Modifiers applied to Save Rolls.
A Unit's Save Data Point 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 a Mini or Unit's highest Save Data Point Value:

- **+1**   Light Armor.
- **+2**   Medium Armor.
- **+1**   For being in Obscuring Area Landscape.

Removing Casualties. As per with Shooting, each Unsaved melee Hit causes one Wound. Remove a one-wound Mini from a Unit per Wound caused. If a Mini has more than one Wound, any Wounds are applied to an individual Mini until the Mini suffers enough Wounds to cause it to be killed before assigning further Wounds. Any left-over Wounds are assigned to the Multi-Wound Mini using a die or some form of Marker. Wounded Minis always get the first Wounds which need to be assigned to the Unit.

Choose winner.
Both Units assess the results of the Hand-To-Hand Fight. Add all Unit Brave Status Markers which impact a Unit. This includes any Markers the Unit may have had before engaging in the Hand-To-Hand-Fight (for example for being successfully hit by a Thrown Weapon on the way into a Charge).

- **+1**   Unit Brave Status Markers for every unsaved Wound a Unit suffers from a Hand-to-Hand Fight.
- **+X**   "X" being the number of Unit Brave Status Markers the Unit may already had assigned to it before the combat began.

The Unit which ends up with the most Unit Brave Status Markers assigned to it, after all of the above factors are taken into consideration, is the **Loser**.

Winner Consolidates.
If the enemy Unit loses the Hand-To-Hand Fight and then Flees the winning Friendly Unit will make a Free Move Unit Action in any direction it chooses. This is "consolidation" is a Free movement that follows all of the rules for Movement, (i.e. the 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.

> **Pass:** If the Unit Passes the Brave Test, it remains Locked in the Hand-To-Hand Fight. Remove one Unit Brave Status Marker from the Unit.

Fail: If the Unit Fails the Brave Test, then 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 battle by successfully performing a Stop Fleeing Unit Action
If the Losing Unit was involved in a multiple Unit combat, then it will Flee away from the enemy Unit with the most Minis in it, or away from the largest Type of enemy Unit it was facing. For example, away from a Behemoth if it was fighting it and a Monster Type Unit.

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.

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 Magic Spells once per Unit Activation. For example: A Magic Level 3 Wizard can attempt to cast 3 Magic Spells per Unit Activation if it has enough Unit Activation Dice to do so.
- Some Magic Spells may be Alignment specific, so spells are always chosen AFTER alignment is randomly assigned before the game starts. The Magic User then chooses what spells to bring into battle.

Who Can and Can't Cast Magic Spells.

A Magic User **can** Cast Magic Spells by using the Cast Unit Action. It can Cast one Magic 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 Magic 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 Magic Spell, then the spell is successfully 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 may attempt to cast another of his available spells.

V1.1

Dispelling Spells.

Dispel attempts can only be made if a player has any Magic Users on the battlefield, and if a Magic User is within 24" from the Unit that successfully Cast the magic 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 in a Force may be chosen to attempt to Dispel and, can do so as many times as that Magic User's Level. For example, a Level 3 Magic User may attempt to Dispel up to 3 times in a Game Turn.

When attempting to Dispel an enemy Magic 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 Magic Spell), then the Magic Spell and all of its effects are negated.

Magic Spells as Magic Missiles and Line of Sight.

Any Magic 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 Magic Spell is successfully Cast and not Dispelled by his enemy, the effects of the Magic Spell are applied immediately and affect the entire Unit, not just visible Minis in the target Unit.

Magic Missiles are not affected by any of the modifiers which may impact a Shooting attacks ability to Hit it's target.

Auto Cast.

Whenever two ones are rolled when attempting to Cast a Magic Spell, the Casting attempt is automatically successful and no Dispel attempt may be made by the opposing Magic User.

Auto Dispel.

Whenever two ones are rolled for a Dispel attempt, that magic 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 Casting or Dispelling attempt, the magical 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 and his Unit are immediately assigned two (2) Unit Brave Status Markers.

Save Attempts and Removal of Wounds from Wounds Caused by Magic Attacks.

- Follow all of the Save guidelines as per the Shooting rules (see page 28).
- Follow all of the Removing Casualties guidelines as per the Shooting rules (see page 29).
- Will cause a Unit to Test if it loses 50% of the number of Minis in the Unit it started with in a Game Turn (see page 30).

4. Playing the Game

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 Up Phases.

V1.1

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 Force 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 the **Force's point level** (Force size). 1,000 pts per side makes for a game time length of about one to one and a half hours. Remember that every Force MUST include one Mini denoted as the Force's **General**.

2. Roll off to randomly assign The Way alignment for the two Forces:
Roll one ten-sided die (1D10). **Lowest** roll **Wins** and chooses which of The Ways to play under. Keep rolling in case of a tie until one player wins the roll-off. **Loser** of roll-off chooses **Balance of The Way** (Primary Scenario).

3. Choose Balance of The Way (Primary Scenario). 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 Force.

5. Ready your hand, select your cards. You may 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 Magic Spells can be found at mythicamericas.com.

V1.1

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 Force fighting under the banner of the Everliving could not use a Blessings from the Everchanging table.

Discard any Blessings of The Way card that was used in a Game Turn (or marked them as used on a list of your available Blessing). 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					
After a friendly Unit is assigned a Unit Activation Die Add back D3 models to that unit.	Automatically pass a Brave Test.	Cancel an enemy's Countercharge Action.	After any Friendly Unit is assigned a Unit Activation Die make a free Move.	A Heroic Figure can attempt to Regroup a Friendly Unit within 20" not just 10".	Remove D3 Unit Brave Status Markers from any Friendly Unit.
EVERCHANGING BLESSINGS OF THE WAY					
Change one of your Unit Activation Dice in your Unit Activation Dice Pool value up by one.	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	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.	Perform a free March Move with any friendly Unit which has already received a Unit Activation Die.	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.	Cancel one enemy Dispel attempt.

PHASE 2. DEPLOYMENT.

Building the Unit Activation Dice Pool for Deployment.
As noted in the rules earlier in this book 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, facilitates assigning Units 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, 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 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. **The Dice used to Deploy the Units are placed next to the deployed Units.** 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 by both Forces.

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.

You're Now Ready to Begin Game Turn 1:
The Deployment Dice which were left next to both Force's Units during the Deployment process described above, are then used to dictate in which order Units will be given Unit Activation orders.

As Units successfully perform Unit Actions their assigned Unit Activation Dice are PULLED away from the Unit it was next to and put aside to use to build the following Game Turn's Unit Activation Dice Pool. This pulling away of dice only happens in the Deployment Phase, as in this Phase, the assigned Dice are also used to give Units their Activations.

Units receive Unit Activation orders using the same descending order which was rolled initially to determine Deployment. This is the reason for having the Deployment Dice assigned to all the Units.
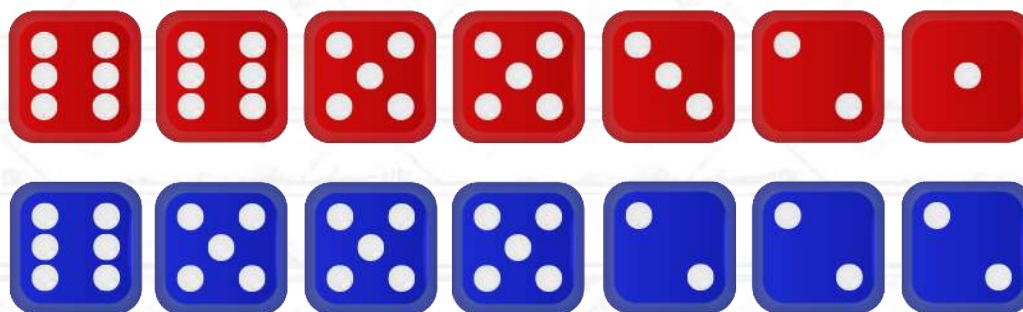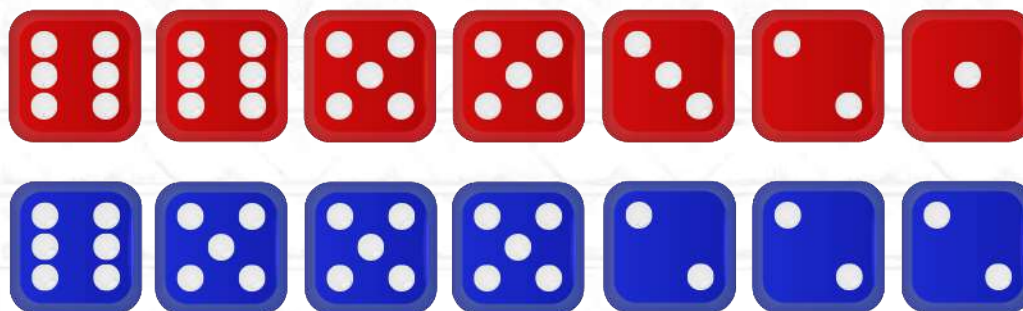

Sample of Unit Activation Dice Pool roll for deployment at beginning of game: Red dice Player would deploy first using up one of his 6s. Followed by Blue dice player. As Red player has more 6s, Blue player will need to wait till Red player is done deploying all of his 6s. In this example, once all 6s 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 in the previous section, 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.

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.

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.

V1.1

PHASE 4. GAME TURN CLEAN UP PHASE.

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.

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 have chosen not to remain On Alert and place them back in your *Unit Activation Dice* Pool. On Alert Units may choose to leave the Unit Activation Die next to the Unit so that they Unit remains On Alert in the following Game Turn.

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.

6. Tally any Victory Points achieved by both players' Forces and keep track of them in an area of the battlefield which can be easily viewed by both players.

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

5. Scenarios

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.

V1.1

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.

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 and after rolling set aside the lowest rolled dice. The Units which will be placed in Reserve will be assigned the lowest value dice in the Unit Activation Dice Pool. Place the Dice, in descending order, next to each of the Units which are off the table (in Reserve). In this way the Units will be pre-assigned the order in which the Unit will come onto the battlefield.

The Unit Activation Dice are added back 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 Game 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. If they perform a Move Action, then the Unit may perform another Single Action Unit Action in the turn they come onto the battlefield.

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.**

| 12" | PLAYER **B** DEPLOYMENT ZONE |
| 12" | PLAYER **A** DEPLOYMENT ZONE |
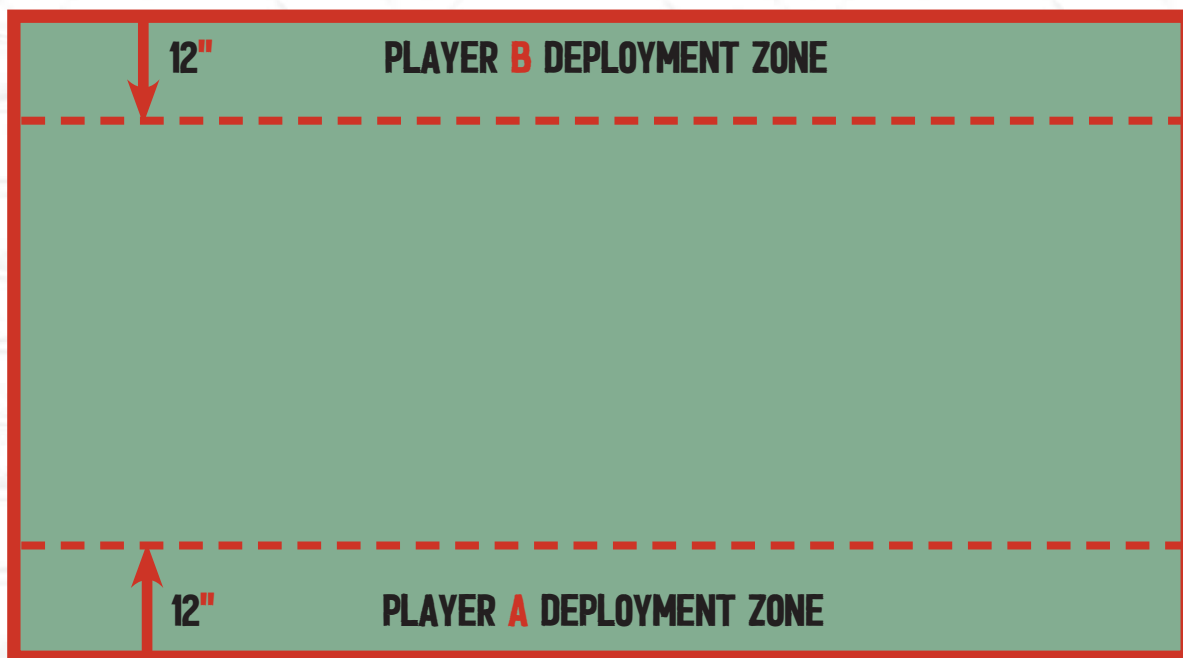
Deployment– 12" from the player's edge.

Starting Game Turn one, 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 in which a Unit successfully performed the required Capture/Claim Unit Action, 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 and receive a Victory Point.

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

Destroy a constructed Altar by Charging it. The altar has no SV so it has no chance to avoid being damaged. Simply Charging it will destroy the Altar. No consolidation Move is allowed after a Unit destroys an Altar.

Victory points (VP)– 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.

A Force can only gain a single VP per Game Turn by building and/or destroying an altar. No matter how many altars were built or destroyed by a Force in a Game Turn. A Force will achieve a maximum of 5 VPs per Game in this scenario.

V1.1

2. The Rainy Season.
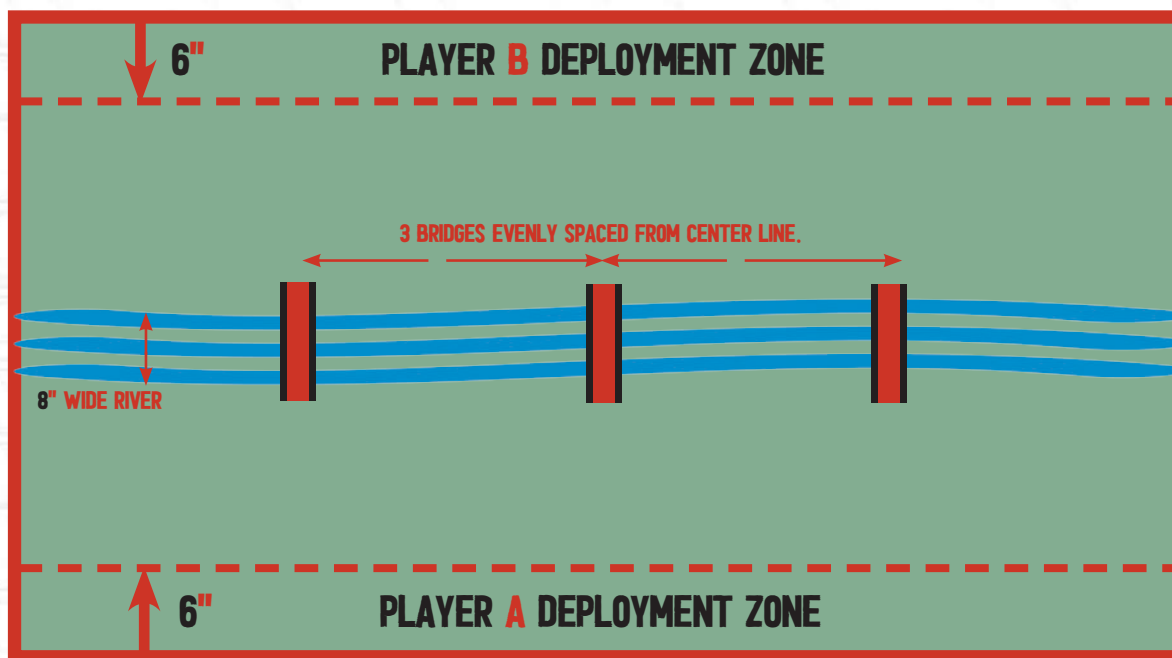
Set up. Place an 8" wide river on the center line of the table. Place three bridges evenly spaced across the table midline. These terrain pieces cannot be affected by magic spells. Bridges are 6" - 8" wide.

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 non-grounded 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" as soon as it steps into the River and at the beginning of each Game Turn that the Unit is in the river. For each model in the Unit 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. A Force can only gain 1 VP per Game Turn in this way. For a maximum of 4 VPs by the end of the Game.

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.

V1.1

3. The Great Hunt.

PLAYER B DEPLOYMENT ZONE

PLAYER A DEPLOYMENT ZONE
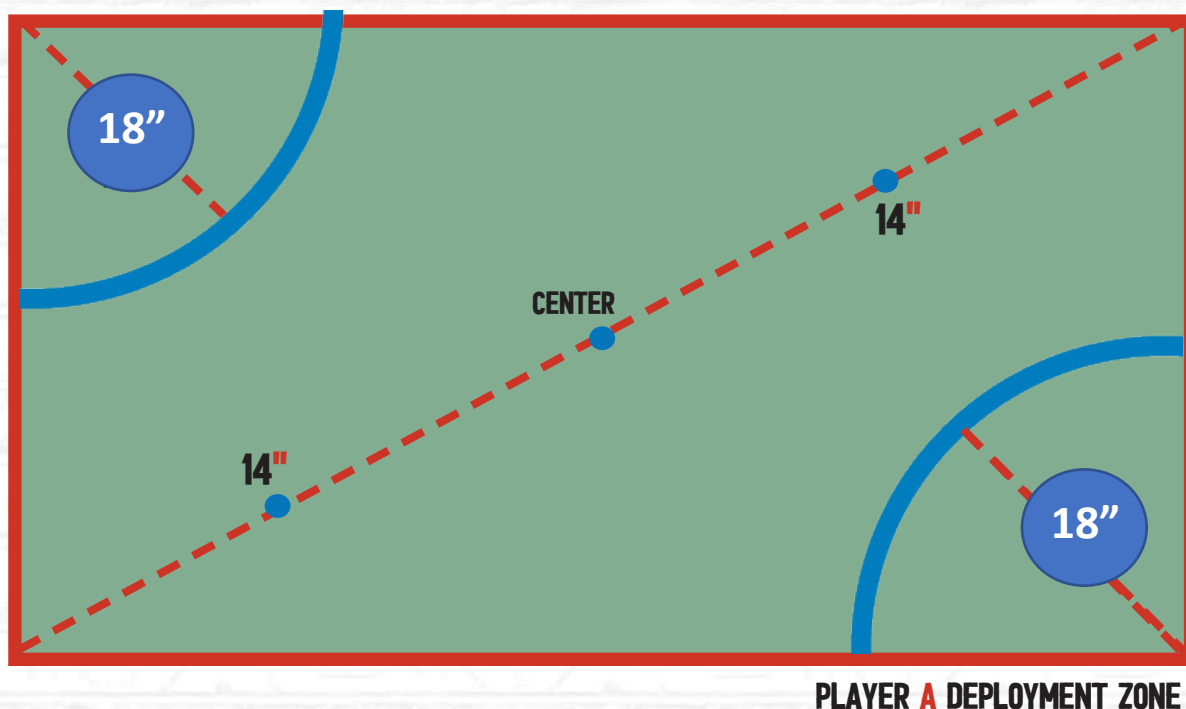
Setup. Place three spawning markers on the board as per the diagram above (center, 14" on centerline from corner).

Deployment. 18" arc in the corner without the spawn marker and opposite your opponent. At the start of each Game 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. 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.

A Force can only gain 1 VP per Game Turn in this way. For a maximum of 5 VPs by the end of the Game.

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.
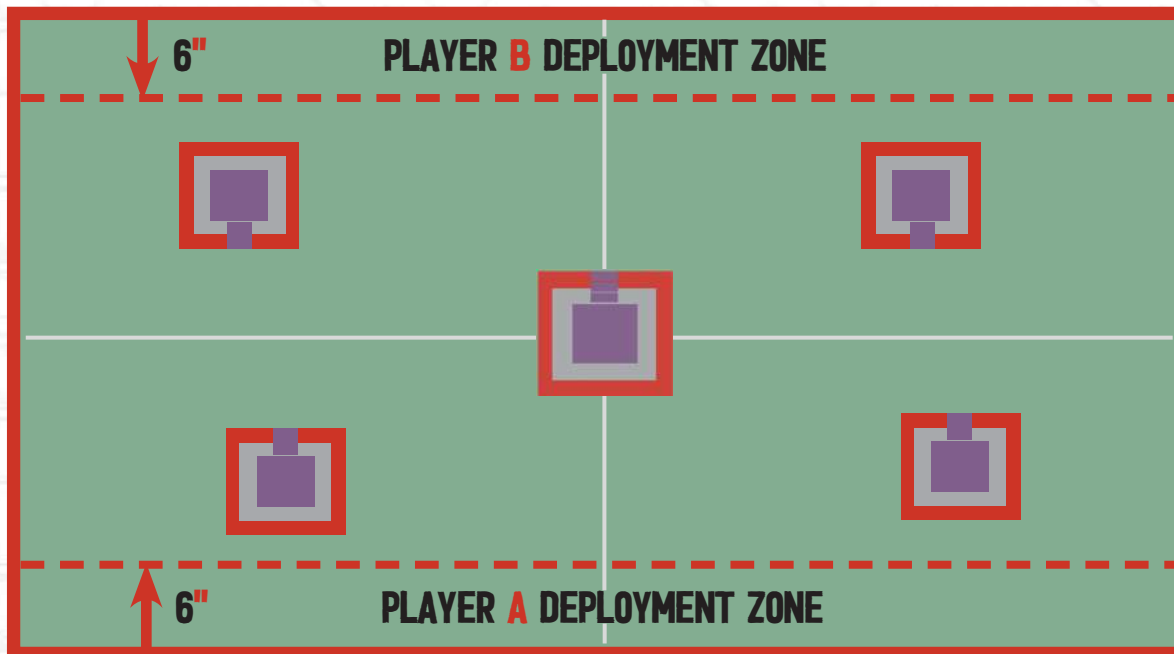
Setup. Place five buildings or structures evenly across the battlefield and wholly outside any deployment zones. One building on the center point, and one building as centered as possible in each of the four table quarters.

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.

Starting on Game Turn one, in order for a Force 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. A Force can only gain 1 VP per Game Turn in this way. For a maximum of 5 VPs by the end of the Game.

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

5. Liberators & Captives.
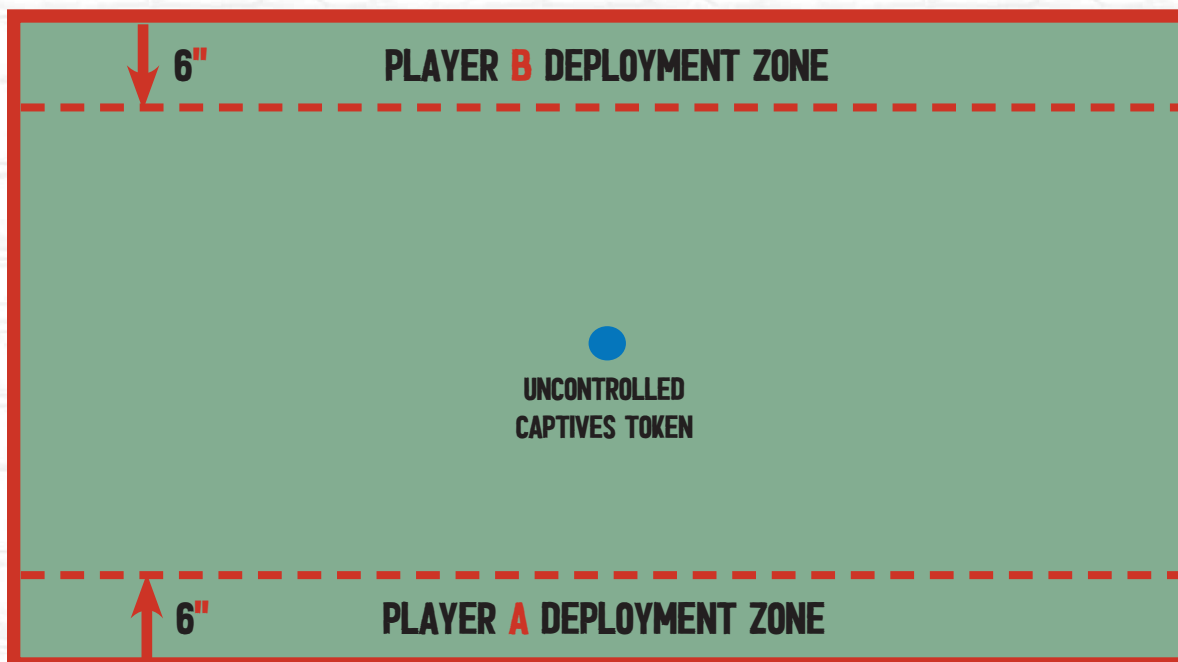
Setup. Each side designates two of their own Humanoid-sized Units to mark as transporting Captives by placing a distinguishing token on that unit (32mm round base). Place a fifth token in the center of the battlefield indicating Uncontrolled Captives.

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. No Capture/Claim Unit Action is necessary, simply coming into contact with the captives is enough.

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 because 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. Magic 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. A Force can only gain 1 VP per Game Turn in this way. For a maximum of 5 VPs by the end of the Game

6. Fog of War.

12" | **PLAYER B DEPLOYMENT ZONE**

12" | **PLAYER A DEPLOYMENT ZONE**
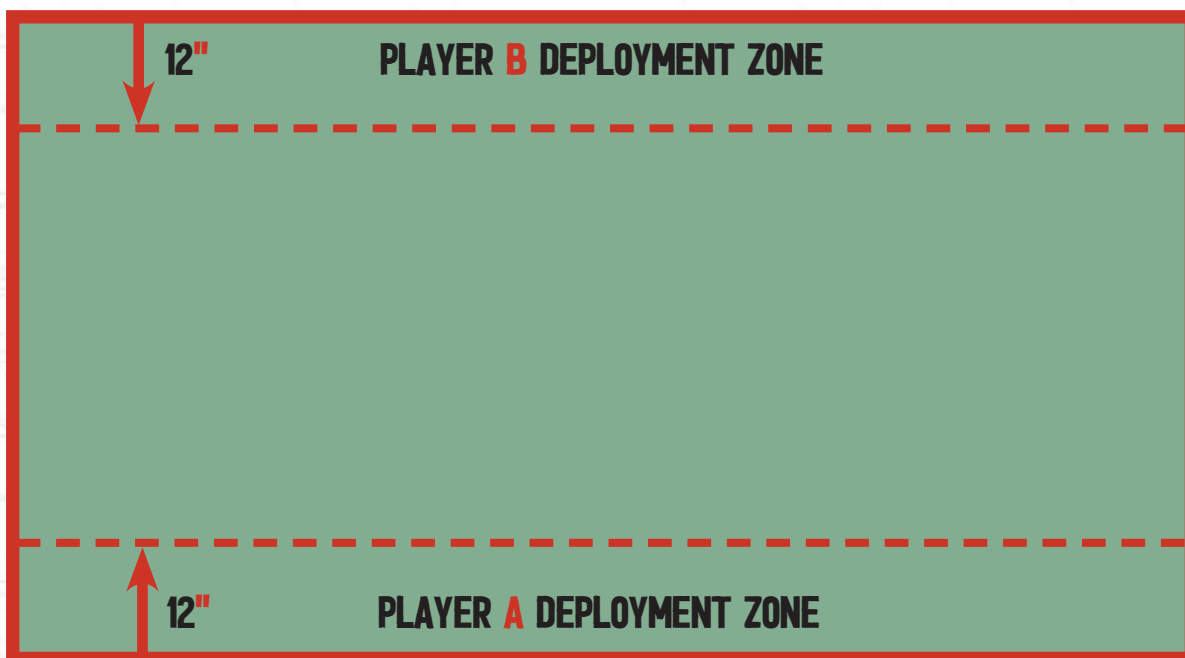
Setup. Players split their Forces into two halves. Players choose which half of their opponent's Force will be the initial portion of his deployment Force.

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.

A Force can only gain 1 VP per Game Turn in this way. For a maximum of 4 VPs by the end of the Game.

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.

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.

V1.1

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 Game 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, 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 Landscape 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 Landscape 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 a Hand-To-Hand Fight, then the winning Unit may immediately claim the Sacrifice Token. If the Unit carrying the Sacrifice Token Loses a Hand-To-Hand Fight 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 is 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.

V1.1